

STREET FIGHTER

SECRETS OF SHADLOO



HARRIS 94

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POISON HAZE



"There is no disaster greater than taking on an enemy Too easily. So doing nearly cost me my treasure. Thus Of two sides raising arms against each other, It is the One that is sorrow-stricken that wins."

— Lao Tzu, *Tao Te Ching*, Verse LXIX, Book Two

A body shattered the window just as Dehrik Savitch reached for the doorknob. Cries of shock exploded from inside the bar. Dehrik cursed. Behind him, his partner's leopard, Shade, bristled.

Pantara crouched beside the fallen body, now crumpled in a gutted heap. "He's alive," she told Dehrik. Inside the bar, something wooden splintered. Bodies thudded to the floor.

"Sounds just like home," Dehrik shook his head, reaching again for the door.

"Dehrik," Pantara warned, "Remember your temper. We've got the tournament tomorrow. We need you in the ring, not in jail."

"I'll be fine," Dehrik assured. "Coming?"

"Need to ask?"

The fighters stepped inside...

Rotating fans faintly tried to stir the clouds of cigarette smoke. "Who's next?" bellowed a tall man in shades and a trench coat. Two groaning patrons lay at his feet. Bits of broken table littered the floor. The tall man's eyes sparkled blue behind his shades. It was an unnatural blue, like electric fire. The other patrons sat

frozen. "Wimps." The tall man's voice dripped contempt. "And you call yourselves warriors! I call you garbage!"

The tall man grabbed another bar patron, seemingly at random, and lifted the old man out of his seat with one hand until the old man's feet dangled. The tall man drew back his free hand, preparing to throw a punch as he grinned at his chosen victim.

"I think," Dehrik coolly interrupted, "that you owe these folks an apology."

"And a new table," Pantara added.

Her leopard growled in affirmation.

The tall man turned, slowly, throwing the old man aside like a forgotten plaything. Blue sparks danced behind dark glasses. "So one of these jellyfish has a tongue," he said as he appraised Dehrik and Pantara. "I know you! You're Dehrik Savitch, the gutter brat of Brooklyn!"

Dehrik swallowed. The jibe hit hard. Anger flashed through him. "Excuse me," he replied, less steadily than he would've liked. "I'm not sure I understood that."

"I'll use smaller words so you'll understand." The tall man's grin was a sneer. "Beat it, kid. Fighting is a man's game. Punks get hurt. Punks die."

"Maybe," said Dehrik, "you'd like to give me a demonstration?"

"Chill, Dehrik." Pantara touched his shoulder. Shade's growl purred beneath the fighter's words. "He's trying to rile you," she whispered.

"The brat's got a girlfriend," the tall man mocked. "Cute outfit."

Pantara unconsciously smoothed the tigerskin outfit she wore beneath her own overcoat. "I killed something a lot stronger than you to get it." She met his gaze. "If you've got a problem, settle it in the ring tomorrow. Otherwise, scram."

"I don't think so." The blue-eyed fighter grinned wider as three others just like him emerged from the barroom shadows, each clad in blue suits, shades and leather trench coats. "Me and my friends came here to have some fun. We will... over your dead bodies."

Dehrik sensed other patrons edging away from the eye of the coming hurricane. "No need to trash the bar," he said. Beneath the cool words, Dehrik felt battle-rage rise. It tasted bittersweet, friendly and familiar. "Let's move this outside."

"Let's not," replied the tall man. Behind his glasses, sparks danced. "A tidbit like you won't take any time at all."

"Big words," Pantara shot back, gliding between the men. Shade snarled at the other men. Dehrik settled into a fighting stance. "Sure you won't reconsider?"

"Reconsider this," another blue-eyed warrior growled as he closed on Dehrik.

The tall man struck with the speed of a cobra, but Dehrik was even faster. His spinning kick sent the big man out the broken window.

From the corner, Shade spat and leapt at the other three. One of the blue-eyed newcomers slashed at the leopard with a knife-hand blow that knocked the big cat sprawling. Pantara whirled as a knife flung by a scar-faced loser nearby flashed by her face. Honor, apparently, was for the ring, not the street. Pantara vaulted the table and kicked the man backwards into the wall as Dehrik screamed a war-cry and charged the men in blue.

The crowd exploded into action. Bystanders scattered—gawkers pay to watch blood spill, not to spill it themselves—but there were plenty of other brawlers hanging out in the bar and waiting for the tournament. Street Fighters and thugs jumped into the cyclone. The bar took the worst of it.

Something's wrong. The thought nagged Dehrik as he waded through the melee. Vision became a tunnel; hot breath seared his throat. Stoner, Dehrik's mentor, shouted warnings deep inside, below the swirling rage that drove him from brawl to brawl. This barlight was like old times. Dehrik was in his element, forgetting,

in the haze of battle, his wish for something better. *Don't throw your work away.* Stoner cautioned, *think!* Bloodlust washed his mentor's old advice from his mind.

Pantara traded shots with one of the blue-eyed newcomers. His glasses were gone, and blue fire blazed openly from his eye sockets. "Dehrik," she shouted to Dehrik, "watch your back!" A good-sized knife whistled by, slashing past his head as he spun. Steel was out. Things were serious. Dehrik clawed for his own blade, and then remembered that his packing days were through.

The scrap became a violent whirlwind without honor, skill or glory. Each fighter had an ugly side that boiled to the surface, and the blue-eyed men ate the rage like candy, spitting it back into the combatants' hearts. The sounds of hands smashing tables and shattering glass mixed with yells of anger and agony in a wild storm of sound. The blue-eyed warrior who'd picked the fight was back. Glass stuck to his jacket like crazy diamonds, and he blindsided Dehrik as he was finishing off a knife-thrower. Dehrik staggered, but luckily Pantara leapt between the two men, lashing at the tall one.

White-hot Chi surged through Dehrik's body, blasting aside the throbbing of the tall man's blow. *Kill him*, a new voice suggested as Dehrik shook the pain away. It was cold, this voice, and painfully calm. Stoner's warnings were drowned beneath it. Dehrik's red rage turned black.

Pantara's kick made the tall man laugh. Dehrik chilled at the sound. The tall man batted Pantara aside and closed with Dehrik, whose fury grew as they traded blows. Dehrik Savitch could take punishment, but the tall man seemed impervious to pain. Dehrik's lungs strained; his heart thundered. Sweat plastered his t-shirt against him. A few missed feints, a few solid shots and Dehrik's rage were the only things keeping him going. His self-control was history—his Chi was wild, his technique was shot and his focus was gone.

Kill him, the voice repeated.

Dehrik's shot to the throat was pure back-alley, dishonorable as sin. It connected with a wet sound, and the tall man lost his smile. The fire in his eyes died with him. Deep inside, Dehrik sickened. Stoner would've wept, but street-killer instincts rejoiced.

A sudden, dizzying blow knocked Dehrik sprawling. A smooth wave of calm brushed aside his fury. "Yours is the rage without reason." The voice had a peculiar Indian accent. "Stay down, or I must harm you."

Dehrik glanced up into the blank eyes of Dhalsim, the World Warrior who could attack from nowhere. On the floor beside them, bright blue fire raced across the body of the man Dehrik had just slain. The fire consumed the body, leaving only a smoking skeleton. Across the room, Dehrik heard Pantara's battle-scream and heard glass shattering. Still, he couldn't turn away from the haunting scene of the smoking skeleton beside him.

"What in hell?" His rage gave way to Dhalsim's calm.

"Hell isn't a bad term for it," said a young woman's voice. Dehrik looked up into the dazzling eyes of a Chinese girl in a trench coat—Chun Li, another high-powered World Warrior. Dehrik groaned in pain and recognition. Were they here for the tournament? If so, the team of Savitch and Pantara had already lost. Would they take him down for murdering the tall man? Dehrik tried to rise and couldn't.

You did not listen, said Stoner's voice. *Your dreams are nothing now.* Dehrik sagged, cursing, injured deeper than the flesh.

"Come on, get up!" Chun Li tugged Dehrik's arm. "We have to go!" Off to the side, Dhalsim and Pantara finished off the last combatants. Bodies littered the floor. Most of them were barely breathing. The bar was a total loss.

Dehrik tried to stand again, but weakness and pain crushed him to the floor. He cursed vividly as he struggled. "Quiet," Chun Li admonished, closing her eyes and lightly touching his temples. He complied, even as sound of police sirens outside grew louder.



"How is he?" Pantara asked, crouching beside them.

"It was the Poison Haze," Chun Li affirmed. "He isn't too far gone. He'll recover."

"What's 'poison haze'?" Pantara shot back.

"Dhalsim calls it 'Dark Chi'," replied the World Warrior. "The Revenants can corrupt a fighter's Chi, turning it into a force of anger instead of harmony."

"Lovely," Dehrik muttered. Shade roughly licked his forehead.

"You gonna survive?" Pantara mopped blood from Dehrik's face.

He grinned, then grimaced. "I feel like I've been gargling with glass!"

"You'll live."

"Good."

Sirens screamed in the distance, growing closer. "We'll talk elsewhere," said Chun Li, turning to Dhalsim. "We must go!"

"What happened to me?" Dehrik asked as Pantara bundled him across her shoulders and followed the World Warriors through the shattered door.

"Have you ever heard of Shadoloo?" asked Chun Li. The young fighters shook their heads. "They're corrupters," she continued, her voice hard, "spoilers, criminals, terrorists, murderers and worse."

"Nice guys," Pantara muttered.

"Those guys back there work for them?"

"Yes," Chun Li replied. "They are Revenants, Lord Bison's heartless servants of terror. They infected your Chi."

"How?" Dehrik could stand now, but barely.

"You allowed them to poison your Chi with your own bitterness," said Dhalsim calmly. "The Revenants brought your inner anger to the surface, then fed it with their own psychic toxins."

"Why'd they start with me?"

"You are well known for your anger as well as your skill, Dehrik Savitch," said Chun Li. "Perhaps they planned to corrupt you before the tournament tomorrow, or perhaps they wanted to goad you into hurting or killing someone important to you." Savitch and Pantara glanced at each other. "Bison gathers power from the warriors he corrupts, and he takes them in to work for Shadoloo."

The streets were dark and slick with rain. Blue light strobed from glistening puddles, but the police were far behind. "Who's this 'Bison'?" asked Pantara, "and what does he want with the tournament?"

"... and where can we find him?" Dehrik added.

Chun Li smiled without humor. "Are we allies, then?"

"Got that right," he rasped, "I want a crack at him." Beside him, Pantara nodded assent.

Dhalsim regarded Dehrik evenly. "You must control your rage, warrior. It endangers each of us when it is untrained." Dehrik said nothing. "I can help, if you wish to learn," the master offered.

"I do."

"Sounds like a marriage," Pantara cracked.

"Perhaps it is," said Chun Li.



INTO THE HEART OF DARKNESS

"Attack when they are unprepared and not expecting it and you will surely win. This is the essence of martial arts, to be kept secret and not divulged."

— Sun Tzu, *The Art of War*

Sai felt the evil from a distance, across the cool expanse of sea. Mriganka—fetid jungle, shark-infested waters, steep mountains carved into monuments to M. Bison's vanity. A rough job. Maybe impossible. Sai scratched her ear through her ninja mask and thought.

"Any ideas?" asked Dr. Holocaust, squatting beside the ninja. Across the water, a flock of sea birds took wing.

"None at the moment," she replied. "I'm thinking."

"The Pugilist said he got in all by himself," the Doctor offered. Gnats swirled beside him. His huge hand swatted at the insects. The ninja stilled his hand.

"Pug says a lot of things." Her tone was cool; her gaze was distant. She turned again to the island. "Uh-oh," she whispered.

"What?"

"We're surrounded."

"How do you know?" the Doctor replied.

The first spear bit the ground at the Sai's feet. The second missed Holocaust by inches. The third grazed him as he sprang, catlike, from his crouch. Sai planted a leaping kick into a madman's chest as he burst from the surrounding brush. His companions were close behind; their ambush was ruined. War-cries rang above the nearby surf.

"Tricky devils," Dr. Holocaust rasped, snatching a spear from an incoming jungleman as he tossed another from the cliff to the ocean far below.

"I'm afraid this place is gonna be full of surprises," Sai shot back as she dodged another spear thrust.

Welcome, warriors, to the product of M. Bison's mad dream. Welcome to Shadoloo, the empire of corruption. From the gang-haunted shadows of Chicago to the twisted halls of Mriganka, from London bloodpits to the training grounds of the Spanish Ninjas, Shadoloo wrings misery from the common man's soul. Endless crimes feed a hydra so evil that only the most noble warriors have the strength to resist such a loathsome entity.

M. Bison's empire writhes behind the scenes across the globe. In the world of the Street Fighter, Shadoloo controls a good portion of organized crime, governmental corruption and the street fighting arenas. Although these crimes existed long before M. Bison, his charisma, psychic power and fighting prowess have forged an alliance to exploit human evil as no criminal empire has before. In a little over a decade, Shadoloo has become the largest criminal organization the world has ever known, combining syndicates throughout the world into a single entity. The immense profits from this gargantuan empire fuel Bison's lust for world domination, riches and personal glory, allowing him to slowly warp the world to fit his own twisted vision.

Lord Bison is not content with merely mastering the world through Shadoloo. He is also obsessed with bringing down any hero who embodies nobility and honor, especially Ryu and the other honorable World Warriors. Their goodness mocks him; their skill taunts him; their glory defies him. To this end, Bison pulls Street Fighters into Shadoloo as pawns to combat honorable Street Fighters of every division and rank. Bison will never end his crusade, and he continues to direct his empire's resources towards the task.

A STAND AGAINST THE SHADOWS

Street Fighters can clash with Shadoloo in any number of ways; agents of the empire infiltrate every kind of crime. These crimes have their victims—and their avengers. Many Street Fighters have long-standing grudges against Shadoloo.

Although this criminal empire hugs the shadows, the international police organization called Interpol has discovered some of its secrets and seeks to bring Bison to justice. Despite this, Bison's diplomatic immunity through his internationally recognized country of Mriganka limits Interpol's ability to strike at the heart of Shadoloo. Therefore, some Street Fighters may find their way into Interpol's plot, either as unofficial agents of Interpol, unwitting spies, sudden recruits or curious bystanders.

Despite its power, Shadoloo is not without flaws; within its ranks, gang lords battle each other. As their profits spiral off to the remote island base off the coast of Thailand, many gangsters hire mercenary fighters to take out rivals, sabotage competition and divert Shadoloo's attention from impending rebellions within their ranks. Weakness cannot be shown to the "masters of the pyramid", and the fight to reach the apex is a fierce one indeed.

Many less honorable Street Fighters sell out to Shadoloo. Some warriors seek cash or glory, while other fighters succumb to desperation or despair. Worst of all are the corrupted Revenants, soulless minions who stalk the world's arenas in search of new recruits. Shadoloo's army of Street Fighters aids the Bosses and Overlords of this empire of pain. Honorable warriors have no choice but to stand against them.

These reasons can guide your players into a conflict as dramatic as it is dangerous. There is a war against Shadoloo... one that must be fought to the death!

How To Use This Book

Secrets of the Shadoloo is a sourcebook for the **Street Fighter** Storytelling game. Here, the agents and rulers of Shadoloo, the nation state of Mriganka and the pyramid of power that runs Shadoloo all stand revealed. We recommend that players read no further. Storytellers should create or change details to suit their own story groups. Many areas of this book have been left vague for the Storyteller to embellish as she will.

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Chapter One: Poison Haze

A brief tale of one team's clash with the Revenants

Chapter Two: Into the Heart of Darkness

An introduction to the book and a look at Shadoloo's global organization.

Chapter Three: Shadoloo Warriors

Full descriptions of M. Bison, Sagat, Vega and some of Shadoloo minions

Chapter Four: Mriganka

A trip through the fiendish halls of M. Bison's island stronghold

Chapter Five: Shadoloo Adventures

A list of Chronicle and Story Ideas to help you design your own Street Fighter adventures based on the fight against Shadoloo

Chapter Six: Tourist Trap

A ready-to-run adventure— can the players survive a trip into Vega's arena?

A WORD OF EXPLANATION

Shadoloo is, of course, fictional. Unfortunately, some of the miseries this fictional book attributes to it are quite real. Keep in mind that **Secrets of the Shadoloo** is a game supplement, not a depiction of real-life conspiracies. We at White Wolf do not condone, glorify or dismiss the crimes in this book. Our

intention is to provide a villain worth fighting. Perhaps by battling an imaginary source of evil, we can empower ourselves to stand against real-life injustices.

THE PYRAMID OF POWER

"The point is, ladies and gentleman, that greed is good. Greed works. Greed is right. Greed clarifies, cuts through and captures the evolutionary spirit. Greed in all its forms, greed for life, money, love and knowledge has marked the upward surge of mankind..."

—G. Gekko, *Wall Street*

Shadoloo stands solid and immobile, a pyramid of misery and exploitation. The hierarchy of Shadoloo utilizes the legendary power of the ancient three-cornered design to remain stable in the face of internal and external conflict.

At the bottom of this dark pyramid lie the gangs, small operators funneling their ill-earned gains up the ranks to their master, M. Bison. The base of the pyramid is broad; illegal activities in nearly every civilized nation form the foundation. Money and power flow up this pyramid to its apex, the island of Mriganka and the throne of M. Bison. To topple its Dark Master, one must either scale the pyramid or destroy it from within.

Many have tried. None have succeeded.

AN EMPIRE OF CRIME

The crimes of Shadoloo are many: drug trafficking, slavery, governmental corruption, vice, extortion, murder-for-hire, black-market weapon and technology trade, ecological profiteering and outright theft. Crime feeds on the weaknesses of humanity. In the dark world of the Street Fighters, crime has become such a booming business that Shadoloo takes limitless funds from its huge money-making enterprises. At each level of the pyramid, the underlings of Shadoloo skim a bit of the profits for themselves. Even still, tremendous sums of money flow into the vaults of Mriganka.

M. Bison understands greed: by allowing his underlings to snatch at the endless cash flow, Bison keeps their hands at each other's throats instead of his own. While the underlings squabble, Bison stands at the top of the pyramid grinning at the fools around him.

LAYERS OF THE PYRAMID

As he stepped inside the darkened boardroom, Dr. Holocaust spied the pyramid chart lit by LED outlines. Each corner, each successive layer on the graph, was illuminated by blood-red traceries on a glossy black wall. "My God," thought Dr. Holocaust as he scanned the ranks of Shadoloo's empire, "How can we stop them? They're so big..."

Blinding light exploded from overhead. Dr. Holocaust gasped in surprise and scrambled for cover as machine-gun fire ripped the display apart.

"Such a pity," a waspish voice buzzed from a nearby speaker. Three thugs waded through the gunsmoke, kicking chairs and tables aside. "That panel will cost a pretty penny to replace." The speaker-voice laughed as Dr. Holocaust dodged another fusillade. "Step lively, Street Fighter! I want first prize at the 'Candid Death' vid-fest at the next council meeting, and I intend to get it any way I can!"

Shadoloo's pyramidal power structure is rigidly divided into different classes of criminals. The layers of command range from the gangs who work the streets to the Dragon Triad and Lord Bison.

THE BASE OF THE PYRAMID

Gangs of street criminals compose the ranks at the pyramid's base. These desperate men and women rob, cheat, threaten and kill anyone in their way. Though many of them believe they serve only their own destiny, these operatives are mere pawns for the Bosses. Gang leaders take a share of the profits and then pass them on to these Bosses, whose influence over local law enforcement and political groups allow the gangs leeway to conduct their activities.

Shadoloo's poisonous influence spews forth as these gangs harvest the fruits of crime: prostitution, drug smuggling, extortion, robbery and violence-for-hire. Hired muscle comes from these ranks as well—for a minimal fee, any one of these gangs can supply an army of toughs to assault the ranks of the self-righteous. By using the gangs to do their dirty work, the Bosses avoid the scrutinizing gaze of the public world and the long arm of the law.

Many street gangs refuse to follow the dictates of their Bosses. These renegades either rebel openly or obey orders their own way and then pin the blame on somebody else when the Bosses get wise. Many small packs of street toughs operate on their own without ever attracting the Bosses' notice, but increasing notoriety brings the assistance of Shadoloo. Perhaps a gang leader needs a "get out of jail free" card or urgent medical attention. Maybe a small gang needs a big favor to stand against a larger rival. Often, the local Boss simply sends a group of enforcers to "reason" with a prominent gang. Leaders who refuse usually don't last very long...

THE BOSSES

The next tier of M. Bison's monument to crime includes the Bosses, powerful gangsters who control crime in their appointed territories. Some of these Bosses are simply men and women ruthless and clever enough to sculpt out a powerbase in their home towns. Others are powerful warriors, would-be Street Fighters who rule their underlings by force and fear. Either way, Bosses are hard to defeat, and if one goes down, another quickly rises to take her place.

Most Bosses control a town or small city. Larger cities can have a number of Bosses who spend most of their time fighting each other. Each Boss commands a small fighting force—gangsters, ninja, secret agents or mercenaries. These Bosses answer to a regional council that dictates policy, collects "earnings" and resolves the frequent territorial disputes between Bosses.

Most Bosses lead small organizations, such as Yakuza gangs or Mafia families, but some Bosses control very little territory while running important organizations for their Overlords. Such Bosses might oversee a house of ninja assassins, a group of political espionage agents or a crew of nomads who ship illicit goods between different territories.

It bears mentioning that Sagat, Vega and Balrog are technically all considered Bosses within the organization of Shadoloo. In actuality, however, the three World Warriors are highly respected and feared by everyone in the Shadoloo chain of command and report to no one except Bison himself. They will coordinate their activities with the Overlord and Dragon they technically serve, but they do not accept orders from anyone but Bison.



Sagat controls a small area outside of Bangkok, but he basically spends his time practicing. Vega runs his assassination organization out of Spain, and Balrog serves as the honorary Boss of Las Vegas. (Balrog lets other people handle most of the business and just cracks some heads when it's needed.)

THE OVERLORDS

Cloaked in secrecy, the Overlords work their evil behind the scenes of continental governments. Each Overlord oversees dozens of Bosses, coordinating their activities to achieve broader strategic goals and implementing the orders of M. Bison or the Dragon Triad. Individual Overlords control large territories, such as the domain of the Overlord of California, or even entire countries, such as the empire of the Overlord of Brazil.

All the Overlords meet every third month of the year. While there are thousands of Bosses throughout the world, the governing council numbers less than one hundred. Membership often changes with the disfavor or death (usually both) of various Overlords.

Each Overlord is chosen (or disposed of) personally by M. Bison or one his hand-picked enforcers (Sagat, Vega or Balrog). Many Overlords are Street Fighters who obtained their position through sheer determination. The rest are unusually vicious and intelligent criminals who wouldn't last three seconds in a real fight, but are excellent at managing a particular branch of Shadoloo.

Each Overlord reports to M. Bison at least once a year for a personal briefing/meeting/vacation/brainwashing session. Such is Bison's psychic might that these brilliant paranoids are completely under his control and don't even realize it.

The Overlords avoid confrontations that might expose their deeds to scrutiny and their persons to assault. Instead, they command legions of agents and street thugs to do their bidding. The Overlords have access to the deadly Revenants and, occasionally, to Bison's World Warrior enforcers.

Few underlings even know of the Overlords' identity. Some Overlords are rumored to have mystic powers or access to high technology, while others openly display their fighting prowess. The identities and resources of the Overlords are left deliberately vague; the Storyteller should feel free to grant these characters whatever powers and personalities she wants them to have. Their involvement in a Street Fighter adventure should be something of a momentous event, and Overlords can become enduring villains in Street Fighter chronicles.

THE DRAGON TRIAD

The cornerstones of Shadoloo's pyramid empire rest on three continents: Asia, Europe and North America. Each of these continents is the headquarters for one of the members of the Dragon Triad, the council of three that reports directly to M. Bison. Each member of the Triad concentrates on a particular sphere of expertise while monitoring all of the general crime in their region and keeping the Overlords who report to them in line.

NORTH AMERICA

In North America, Shadoloo feeds from the immense wealth of the United States through theft and vice. By exploiting America's freedom, egotism, vanity and insatiable hunger for stimulation, Shadoloo reaps huge profits with drugs, cheap weapons, media manipulation and political graft. By poisoning



the American Dream and sapping its vitality, Adrian Hearse, Dragon of the Americas, keeps Shadoloo's coffers full and his pockets loaded while attempting to circumvent and destroy dictatorship's greatest foe—the ideal of democracy. Adrian Hearse is charged with bringing North America to its knees through various methods of economic terrorism and crime.

However, Adrian also has a responsibility even more critical than bringing anarchy to North America. Adrian is responsible for keeping a constant flow of scientific genius flowing out of America's universities and industries and into Shadoloo's employ. The Dragon of the Americas keeps Shadoloo on the cutting edge of technology through industrial espionage, bribery and the hiring of the best and brightest scientists into service for Shadoloo.

Adrian selects scientists whose degraded sense of morality is such that they don't mind becoming "evil scientists" and accepting employment from a criminal empire. These scientists are shown the whole horrific splendor of Shadoloo and sent to Mriganka to toil. Other scientists, researchers who would resist employment if they knew the true nature of Shadoloo, are duped into working for Shadoloo in any number of dummy labs set up under fake corporation names.

Adrian Hearse

Adrian Hearse was the son of a Harvard law professor and a starlet known for her interest in the occult. Hearse established himself as a prodigy by the age of six. His talent for organization, leadership and bald-faced lying made him a natural for politics. After a promising start in school government, Adrian was caught in a scandal involving the death of an opposition candidate. Even his father could not save him;

Adrian was convicted of a host of crimes and barred from practicing law, the stepping-stone of politics.

After serving his time, Adrian signed on with a prestigious Wall Street investment firm, which he plundered for all it was worth. When the bottom fell out of the U.S. savings and loan market, he fled to Switzerland, where he invested heavily in the street fighting underground. His stable, the Black Dragons, made it all the way to Mriganka, Bison, sensing a kindred soul, invited Adrian into his organization. Adrian ruthlessly climbed the ladder of Shadoloo's power structure from then on, rising to his present rank as Dragon of the Americas.

Adrian now controls all of the Western Hemisphere, from Canada to Argentina. In South America and Central America, his Overlords manage drug trafficking, ecological profiteering in the rain forests and control of government officials through bribery and blackmail. In North America, all kinds of crimes suck money into Shadoloo's coffers, insuring enough revenue to fund Shadoloo's technology branch.

Finally, Adrian has managed to successfully insinuate himself into Balrog's graces, and he often gets the former champ to do a lot of enforcement favors. Adrian is careful to maintain this relationship. He's not much of a fighter—just a politician at heart.

EUROPE

The European common market and political bullrings are an endless source of cash and amusement to Lord Stephen Montgomery, Dragon of Europe. From his base in England, this sadistic baron pulls the strings behind dozens of political factions, pitting them against each other while simultaneously encouraging a common economy—one he himself controls! The political infighting creates a market for weapons, medical treatments and political clout, while Montgomery's banking patrons funnel money into his pocket. The lord, a brutal aristocrat whose bloodline stretches back nearly ten centuries, smirks at the headlines his actions cause—assassinations, riots, ethnic violence, insane taxation and government waste. He pities the "pathetic commoners" he has exploited. If they only knew...

Lord Montgomery seeks to control Europe by loosening its purse strings. His minions perform all sorts of economic manipulation and outright terrorism. Crimes like counterfeiting, large-scale bank fraud and labor union racketeering are the Dragon's large-scale projects. On a smaller scale, everything from armed robbery to bombings disable uncooperative businesses.

Montgomery is also in charge of Africa, but in truth, he cares little for what happens on the continent, since he sees everyone there as "savages". This is fine with the Overlords of Africa, who enjoy the relative freedom Montgomery's hands-off attitude allows them.

Lord Montgomery

Lord Stephen Montgomery despised peasantry from his birth. As his ancestral lands were sold off to support worthless leeches living on the dole, Montgomery sank deeper into an almost Nero-like obsession with gladiatorial combat, pitting kidnapped punks against desperate winos for the pleasure of his decadent friends. On a journey to Bulgaria, Montgomery encountered both the pit-fighting underworld and the dark sorceress known as Sultana. With her aid, he tapped into his long-dormant ancestral powers of magic while swelling his vaults with income from a collection of fighting stables.

Sultana was one of the original Overlords. When she turned against Bison, Montgomery sensed a chance to advance to what he felt was his natural due: fealty to a worthy monarch and total dominance over worthless gutter trash. Sultana, a com-

moner by birth, was worth little to a member of the landed gentry. He betrayed her to Bison and "inherited" her power and position. The few servants that remain from that time say her ghost still haunts him, promising grisly revenge.

Montgomery himself is not someone to be taken lightly. Whether the powers Sultana taught him are true magic or just new uses of Chi, his powers are effective. Shadoloo operatives throughout Europe and Africa attribute a great many powers to Montgomery. He is purported to be able to experience visions of events happening thousands of miles away, employing a power that keeps his Overlords from plotting openly against him. He is also said to be able to summon lightning out of a clear blue sky and summon hurricane winds to blast opponents. For now, these powers are merely rumors.

ASIA

The ancient majesty of Asia is twisted by Triat Dragon Tai Yuan, an evil woman whose thirst for knowledge is rivaled only by her cruelty. Through brilliance and ruthlessness, Tai Yuan commands over a hundred secret laboratories throughout Asia. While street operatives and organized crime families shake down the oppressed common people, laboratories in China, Japan and the former Soviet Union labor to unlock mystic secrets throughout the world.

Tai Yuan's teams of mystics and traditional scientists explore such phenomenon as the Marinas Trench, Tunguska, Easter Island and even more popular sites, such as Stonehenge. Field researchers bring back data and evidence to Tai Yuan's labs where mystics and scientists work side by side to understand the mystic forces of the world and bend them to Shadoloo's purposes.

Tai Yuan has the arduous task of keeping the Chinese Triads and Japanese Yakuza clans in line, as well as managing a criminal empire from the Ukraine to the outbacks of Australia. Her commitment to pursuing mystic knowledge often blinds her from the machinations of her Overlords as they plot against each other and against her. So far, she has held her territory together, mainly by making brutally ruthless examples out of those who openly betray her.





Both Adrian Hearse and Lord Montgomery have a special loathing for Tai Yuan and her teams of mystic scientists. Each member of the Dragon Triad keeps to his own part of the world, except Tai Yuan's teams, who have license from Bison to roam the world exploring mystic secrets. Hearse and Montgomery both suspect Tai Yuan of using her teams to infringe on their power structures by taking secret side missions when they come to America or Europe on "fact-finding" missions.

Tai Yuan

Tai Yuan, many say, was a Chinese woman of uncommon will who shattered the cultural stranglehold on her sex by becoming a top research scientist by the age of 18. She consumed volumes of scientific theory and argued circles around legions of well-educated professors before catching Bison's eye with a prototype of the Gattling Mind Cannon, one of the insidious weapons now used to guard Miriganka. Her drive to exceed the boundaries of known science led her to study mystic metaphysics and psychic phenomena at Bison's side.

Tai Yuan's teams of amoral geniuses, sages of both mystic and technological lore, comb the globe searching for other fragments of the meteor that fuels Bison's power. It is said that she keeps a large piece of her own fragment in a crystal case in her home quarters, deep below the ground. No one knows for certain (except Bison, of course) if this fragment exists.

THE ORDER OF HEAVENLY UNITY

One segment of Shadoloo falls outside of the pyramid power structure. Only a few years ago, Bison was persuaded by one of his followers, a priestly man named Aka Zahn, to establish a

false religion in the world. After the despair caused by Shadoloo alone, there were plenty of downtrodden people throughout the world who were desperate for a ray of hope, and Aka Zahn wanted to fill the need of those wasted, burned-out wretches. Bison agreed, and the Order of Heavenly Unity was established.

Since its establishment, the Order has rapidly grown. It has "temples" in almost every major city in the Americas and Africa. It is catching on slower in Asia and Europe, but still has established a foothold there.

The Order is directed by Aka Zahn, who holds the office of Archtheon. Reporting to him are hundreds of Theons, the self-proclaimed prophets and leaders of the Order. The Theons travel to new cities and establish cults there, then rapidly begin to entrench themselves in the city, founding a temple there and building a base of followers.

The Order preaches a wide variety of pseudo-religious, pop psychology gooblety-gook, all of which was invented by Aka Zahn and the Theons to appeal to the wayward youth of the world. The Order espouses that the world must prepare itself for the coming of a new age, where beings who left Earth thousands of years ago will return once again to reunify all life. Only those who embrace a new way of thinking will survive the coming of the new age and the return of these beings. The Order has been very successful in getting its message out on the airwaves and publishing their propaganda in countless books.

Anyone who falls for the subtle brainwashing of the Theons will be adopted as a new Child in the Order of Heavenly Unity. The Child is then expected to do whatever the Theons say to prepare herself for the new age. The followers of the Order proudly go about recruiting new members, but they are also involved in many kidnappings. It is common for the Order to kidnap prospective new members and send them to other

chapters in faraway cities. There, the new member is isolated and brainwashed into becoming part of the Order. By the time authorities or parents find out what happened to their loved one, the kidnapped person has become a believer in the Order and will claim that she went willingly into the Order. Thus, the Order has yet to be charged with kidnapping, and all the while its demented membership grows.

POWER POLITICS

"When one fights an opponent and it appears on the surface that he has been defeated, if his fighting spirit has not yet been eradicated in his heart of hearts, he will not acknowledge defeat."

— Miyamoto Musashi, *The Book of Five Rings*

Tai Yuan's bed was luxurious, but her sleep was uneasy. Each creak of the hardwood floor, each rustle of the wind in the branches became another warning of impending death. Mad mercenaries from Foxworth? Ninjas from Kitsumo? Blue-eyed killers from Bison himself? Betrayal was a fact of life in Shadoloo, and each night held many terrors...

Crime breeds mistrust. The various factions in Shadoloo's pyramid watch their own backs while keeping a ready knife at everyone else's. The delicate balance of power is maintained through misdirection, intimidation, M. Bison's psychic gifts and Bison's heavy-handed friends—Sagat, Balrog and Vega.

The constant shift in Shadoloo's ranks keeps the lower crooks in line while rewarding loyalty and cleverness. It serves another purpose as well: a steady influx of new blood. With the rapid turnover within Shadoloo's pyramid, Bison avoids the stagnation that comes with too much stability. Infiltrating the group is difficult, as Interpol knows, and localized attacks do little lasting damage to Shadoloo as a whole.

Smart Street Fighters can exploit the treachery within Shadoloo to bring down gangs, Bosses or even Overlords. The system, however, heals itself. Unless some huge blow cripples the whole organization, Shadoloo quickly replaces any losses it may suffer. Although Shadoloo appears fragile from the outside, its flexibility allows it to withstand assaults that would cripple another organization. As Musashi has said, as long as an enemy retains the will to fight, he can never truly be destroyed.





Chapter 3:

SHADLOO WARRIORS

"Our field agents are experiencing a common problem: not only does Shadoloo have political clout all over the world, but when it comes down to outright infiltration, our agents are going in armed to the teeth and getting their asses kicked by Shadoloo's enforcement teams of martial artists. Only a handful of agents are willing to accept 'unofficial' Shadoloo assignments anymore because they've seen their friends wind up in hospitals and morgues too many times."

—Heinrick Klausmann, Interpol District Captain (quoted unofficially)

Most of Shadoloo's true power in the world comes from its insidious ties to every major government. By using his psychic powers, Bison can direct his trained minions to prey on a politician's worst fears and fondest desires. Blackmail, intimidation, bribery and outright mind control are all tools used by Shadoloo to keep politicians and industrial leaders under the criminal empire's control. Bison prefers to influence others to do his bidding rather than achieving his megalomaniacal desires through an outright show of force.

Still, Bison's psychic powers cannot be everywhere at once, and sometimes Shadoloo will choose force over psychic persuasion, especially against rogue crime syndicates who still resist Shadoloo's control. Bison has many enforcers at his disposal who are all too eager to instruct through violence those who will not bow to Shadoloo.

Bison himself rarely becomes involved in violent acts perpetrated by Shadoloo. He prefers to send servants to enforce his desires. Often, one of his World Warriors—Sagat, Vega or Balrog—will work with a team of Shadoloo thugs when Bison wants to make a strong show of force. Normal missions are handled by clans of Shadoloo-controlled ninja, street gangs, Shadoloo Street Fighter teams or special servants of Bison, such as the Revenants.

SHADLOO WORLD WARRIORS

Presented below are full stats for Bison, Sagat and Vega, along with a description of their martial arts styles: Ler Drit, Thai Kickboxing and Spanish Ninjitsu. Balrog and his style of Boxing are detailed in Appendix One of the **Street Fighter** rulebook. Players are free to create warriors who know Thai Kickboxing or Boxing. However, the Storyteller should restrict players from taking Ler Drit or Spanish Ninjitsu as a style, since these two martial arts are only taught by Bison and Vega.

LER DRIT

Ler Drit is M. Bison's own unique fighting style, one that combines Soviet assassination techniques, powerful jumping movements and Bison's own dark psychic powers. Ler Drit is never taught to anyone outside of Bison's organization. Its effectiveness is without dispute. However, learning this style is no easy task. Its tolls on the body and mind are enormous. Casualties in class are not uncommon. Students who can't handle Ler Drit's physical training usually die, and those whose minds snap under the strain of the psychic training turn into soulless Revenants.

M. Bison has been practicing and developing Ler Drit for nearly 15 years now. He is continually improving the style and adding new techniques. This is yet another reason for his involvement in the World Warrior circuit. He must practice his special maneuvers against the very best in the world. Only then will his style become refined.

Strength, confidence and ruthlessness are the hallmarks of Ler Drit, and M. Bison teaches his students those qualities. By harnessing the power of the mind and developing the body to frightening levels of physical perfection, the Ler Drit stylist seeks the power to crush his opponent under foot.

Little is known in the outside world about the history of the style, its brutal training methods or its stylists' source of psychic power. It is surmised that many of the more basic maneuvers were techniques Bison learned in his youth while undergoing Special Forces training with Soviet commandos. The true origin of the style's Special Maneuvers confound even the wisest of sensei. Bison's ability to channel so much energy into maneuvers like the Psycho Crusher astounds the fighting community.



LER DRIT

Special Maneuvers

Punch

- Ducking Fierce (1)
- Hyper Fist (5)
- Spinning Knuckle (3)

Kick

- Double Dread Kick (4)
- Flying Knee Thrust (1)
- Forward Flip Knee (3)
- Forward Slide Kick (2)
- Scissor Kick (3)
- Slide Kick (2)
- Stepping Front Kick (4)

Block

- San He (3)

Grab

- Grappling Defense (4)
- Iron Claw (5)

Athletics

- Flying Body Spear (3)
- Flying Heel Stomp (3)
- Flying Punch (3)

Focus

- Cobra Charm (3)
- Mind Control (5)
- Mind Reading (3)
- Psycho Crusher (5)
- Psychic Rage (3)
- Psychic Vise (4)
- Psychokinetic Channeling (3)
- Regeneration (2)
- Stunning Shout (3)
- Telepathy (2)

New Street Fighters show up with this style occasionally and usually clean up at Tournaments. However, Ler Drit is still uncommon. Anyone possessing knowledge of it is almost always assumed to be working for M. Bison.

Schools: The only known place to study Ler Drit is Mriganka, M. Bison's island country.

Members: Comprised entirely of Shadoloo operatives, Ler Drit is taxing and costly. Members of both genders have learned this style; however, no one but M. Bison has truly mastered it.

Concepts: Shadoloo Street Fighters, criminal dictators, megalomaniacal Overlords

Initial Chi: 5

Initial Willpower: 2

Quote: "Show your opponent no weaknesses and he will always fail to find yours."

The international intelligence community's first record of Bison dates to the mid-1960's, when he was working for a Russian mercenary. Bison's early years were marked by violence as his mercenary commando unit was hired out to perform covert missions in Southeast Asia for the Soviet Union.

After the Vietnam War, Bison ended up in Thailand working for the nation's military ruler. Bison's military training under the Soviet KGB made him indispensable to the Thai ruler, allowing Bison to slowly usurp power and eventually declare himself as the nation's dictator under in 1971. However, in 1973, the populace expressed their contempt for this foreigner and his oppressive dictatorship. A popular revolt ended Bison's rule. Bison and his closest servants barely escaped the mobs and fled to a little-known island off the east coast of Thailand, called Mriganka.

From the island, Bison started another bid for power, this time deeper underground. From his mercenary days, Bison remembered his ties with the crime network called Shadoloo, the organization through which he had illegally purchased firearms. He renewed his association with Shadoloo and began using its backing again. While exploring Mriganka, Bison's men discovered a cave network that showed signs of strong radiation.

Hoping he had found a plutonium mine, Bison ordered exploration teams into the caves. What they actually discovered was a large fragment of a meteor that had crashed on the island untold ages ago. The survey team found the fragment and brought a piece of it to Bison. Feeling the unnatural and immense power of this small fragment, Bison decided to investigate the site himself.

Bison's visit to the area proved to be a hazardous one. Only Bison himself survived the trip to the core of the caverns (rumors say he killed everyone else who went in with him). The accounts after this event remain obscured in legends, but it is said that Bison did find the main meteorite and came back changed. Bison immediately ordered the construction of a new base, which included placing Bison's own secret chambers over the largest piece of the "meteorite".

Bison displayed immense powers after his discovery. He could amplify his Chi using this energy. He also demonstrated a variety of psychic powers. In addition, his already criminal mind changed so that his megalomania grew to a cosmic scale. He was driven to control every type of resource: human, natural and mystical. His megalomania included an obsession with finding and controlling various mystical sites around the world, such as the lands of T. Hawk's reservation in Mexico.

Bison's lust for power was sated by his association with Shadoloo. With his newly-found powers, Bison quickly took control of the criminal empire and built it into the global syndicate it is today. Bison then used his powers to force the politicians of the world to have the United Nations formally recognize Mriganka as a separate nation, thereby granting Bison's island headquarters immunity from international police actions.

Playing M. Bison: Power is the only thing that matters. You love power. Power can bring joy or sadness to the people of the world, and you revel in bringing misery. You use your power to crush the spirits and morale of the people of the world. You are in complete control of everyone you meet, and you will remake the world into your vision of what it should be. The world must be prepared for its coming destiny.

Appearance: Bison is of medium height but is still a very imposing man. He dresses in Shadoloo's variant of the Soviet military uniform, often with a cape flowing about him. His hair is coal black and his eyes ripple with blue psychic flame.



STREET FIGHTER™

Name: M. BISON
Player:
Chronicle:

Style: LER DRIT
School:
Stable:

Team:
Concept: EX-DICTATOR
Signature: DRAWS THUMB
 ACROSS NECK

ATTRIBUTES

PHYSICAL

Strength
Dexterity
Stamina



Charisma
Manipulation
Appearance



MENTAL

Perception
Intelligence
Wits



ABILITIES

TALENTS

Alertness
Interrogation
Intimidation
Insight
Streetwise
Subterfuge



Blind Fighting
Drive
Leadership
Security
Stealth
Survival



KNOWLEDGES

Arena
Computer
Investigation
Medicine
Mysteries
Style Lore



ADVANTAGES

BACKGROUNDS

ARENA
FAME
RESOURCES
STAFF



Punch
Kick
Block
Grab
Athletics
Focus



SPECIAL MANEUVERS

DUCKING FIERCE	PSYCHIC RAGE
POWER UPPERCUT	PSYCHIC VISE
FLYING KNEE THRUST	PSYCHOKINETIC CHANNELING
SCISSOR KICK	TELEPATHY

THROW
 FLYING HEEL STAMP
 FLYING PUNCH
 JUMP
 PSYCHO CRUSHER
 MIND CONTROL
 MIND READING

Combos: FORWARD SLIDE KICK TO
 DUCKING FIERCE
 BLOCK TO SCISSOR KICK
 BLOCK TO PSYCHO CRUSHER
 FLYING HEEL STAMP TO JUMPING
 FIERCE (DIZZY)

RENOWN



Division: WORLD WARRIOR (FREESTYLE)
Rank: ?

Standing

Wins 52 Losses 0
 Draws 0 KOs 52

CHI



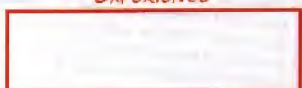
WILLPOWER



HEALTH



EXPERIENCE



SPANISH NINJITSU

This unique blend of European and Japanese fighting styles was invented by Vega. Spanish Ninjitsu combines the European fighting art of savate with the Japanese art of ninjitsu. Savate lends the style lots of fast, powerful kicks, while ninjitsu gives the style a variety of skills useful in combat, such as acrobatics, climbing and grappling. Many Spanish Ninjitsu stylists also borrow other skills from Japan's shadow warriors, such as stealth and survival training. Finally, since most of the men and women Vega trains in his art are former matadors, Spanish ninja are very elusive fighters with quick footwork learned after years of bullfighting in the arenas of Spain.

Vega's servants scout the bullfights of Spain to find prospective candidates for training in Spanish Ninjitsu. Recruits are gradually introduced to the criminal side of Vega's operations to weed out those who "don't have the stomach for assassination work." Every Spanish ninja ends up working for Vega, fulfilling assassination and espionage missions around the globe on behalf of anyone willing to pay Vega's fees, especially Shadoloo.

Training in Spanish Ninjitsu is extremely dangerous. Vega has little patience for cowards, especially unattractive ones. Recruits are thrown into pastures with mad bulls and must practice evasion and tree climbing to avoid being gored by a bull's horns. In the end, the training produces some of the fastest, most agile fighters in the world.

Schools: Students must be recruited to one of Vega's training camps in Spain.

Members: Most members come from prior criminal backgrounds or the bullfighting circuit.

Concepts: matador, assassin, thief

Initial Chi: 2

Initial Willpower: 5

Quote: "Fighting isn't always fair— why should the fighter be?"

WEAPONS

In addition to their deadly empty-hand fighting skills, many Spanish Ninja frequently use weapons in combat. While they will usually obey the rules of any given tournament, they have no qualms about using weapons whenever possible.

Spanish Ninja only use weapons that Vega deems elegant enough for his style, such as thin rapiers, darts, shuriken and other exotic weapons. Crude weapons like clubs are strictly forbidden. A few exceptional students are taught Vega's claw techniques. Modifiers for common weapons can be found in Chapter Eight of the **Street Fighter** rulebook.

SPANISH NINJITSU

Special Maneuvers

Punch

- Ear Pop (2)
- Monkey Grab Punch (1)

Kick

- Back Flip Kick (2)
- Forward Slide Kick (3)
- Forward Flip Knee (3)
- Handstand Kick (1)
- Slide Kick (2)

Grab

- Air Throw (2)
- Back Roll Throw (1)
- Choke Throw (1)
- Suplex (1)

Athletics

- Backflip (2)
- Diving Hawk (4)
- Flying Heel Stomp (3)
- Light Feet (3)
- Tumbling Attack (2)
- Wall Spring (1)



Special: Vega can use Grab Techniques while using his claw. The maneuver modifiers add to the speed and damage of his Tumbling Roll and his three Strikes (which replace his three Punches). His dots in Claw Technique are added to his Damage roll.

STREET FIGHTER™

Name: VEGA
Player:
Chronicle:

Style: SPANISH NINJITSU
School:
Stable:

Team: NONE
Concept: DILETTANTE
Signature: UNMASKS

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●●●●●
Stamina ●●●●●

SOCIAL

Charisma ●●●●○
Manipulation ●●●●●
Appearance ●●●●●●●●

MENTAL

Perception ●●●●●
Intelligence ●●●●●○
Wits ●●●●●

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ●●●●○
Intimidation ●●●●●
Insight ●●●●○
Streetwise ●●●●○
Subterfuge ●●●●●

SKILLS

Blind Fighting ●●●●●
Drive ●●●●○
Leadership ●●●●○
Security ●●●●●
Stealth ●●●●●
Survival ●●●●○

KNOWLEDGES

Arena ●●●●●
Computer ●●○○○
Investigation ●●●●○
Medicine ●○○○○
Mysteries ●●○○○
Style Lore ●●●●●

ADVANTAGES

BACKGROUNDS

ARENA ●●●●●
BACKING ●●●●●
CONTACTS ●●●●●
FAME ●●●●○
RESOURCES ●●●●●
STAFF ●●●●●
○○○○○

TECHNIQUES

Punch ●●●●●
Kick ●●●●●
Block ●●●●●
Grab ●●●●●
Athletics ●●●●●●●
Focus ●●○○○

SPECIAL MANEUVERS

FORWARD SLIDE KICK
THROW
AIR THROW
CHOKE THROW
SUPLEX
JUMP
BACK FLIP
LIGHT FEET
TUMBLING ATTACK
WALL SPRING

Combos: WALL SPRING TO SUPLEX
TUMBLING ATTACK TO TUMBLING
ATTACK (DIZZY)
JUMPING FORWARD TO STRONG TO
TUMBLING ATTACK (DIZZY)

RENOWN

Glory
●●●●●●●●○○○
□□□□□□□□
Honor
○○○○○○○○○○
□□□□□□□□

Division: WORLD WARRIOR (FREESTYLE)

Rank: 10

Standing

Wins 62 Losses 3
Draws 1 KO's 51

CHI

●●●●○○○○○○
□□□□□□□□

WILLPOWER

●●●●●●●○○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

EXPERIENCE

THAI KICKBOXING

Martial Arts in Thailand originated as an offshoot of various Chinese war arts, such as Kung Fu. However, the style of Thai Kickboxing, called Muay Thai ("Moo Tie") in Thailand itself, developed independently of Chinese influences and became a very distinct fighting style. The fighting style was used by the people of Thailand (then known as Siam) to defend itself against its many neighboring enemy nations. The Thai people developed a proud history of remaining independent despite constant war with their neighbors, and the power of Thailand's fighting arts became legendary.

As Thailand's fighting arts developed, they became a competitive sport that still contained the brutality of their founding war arts. Thai Kickboxing became the official style of the country, and schools were quite common in all parts of Thailand. Kids throughout Thailand practice kickboxing just as children in other countries practice soccer or basketball. Thai Kickboxing competitions are incredibly popular events in Thailand and are growing in popularity in other countries as well. Unfortunately, the sport's success has led to a great deal of gambling and the involvement of organized crime.

Thai Kickboxers are a strange mix of discipline and iron will. Muay Thai fighters are renowned and often feared by fighters of other styles because of the brutal and intense training the Thai Kickboxer endures to perfect his art. A Muay Thai fighter shows an aura of confidence throughout a fight and will never show a sign of weakness to his opponent. This makes some believe that they are impervious to pain.

The actual fighting style of Thai Kickboxing is one of most brutal ever seen. The fighter uses every part of her arms and legs in a fight. She constantly kicks, elbows, punches and knees her opponent in a relentless race to bring him down in the fastest and harshest way possible. A fighter will target her opponent's joints and head. This has proven to be the end of some fighter's careers.

Their training technique is no less brutal. Fighters strengthen their arms and legs by repeatedly striking trees, walls and other hard and seemingly immobile objects. This training serves not only to strengthen a target area, but deadens it as well. This is what possibly gives them the inhuman resistance to pain for which they are famous.

With the defeat of Sagat at the hands of Ryu, many warriors in the Street Fighter circuit began to believe that the superiority of the Muay Thai fighters was just hype. This is a belief that has cost many fighters more than just a match. The majority of seasoned fighters remember the beating they received from Thai Kickboxers and will tell you not to get too cocky with them—you may find yourself going down for the count.

Schools: Schools can now be found all over the world, but few offer the quality of training of those in Thailand. The schools in Thailand are where some of the best kickboxers and teachers can be found. Thai Kickboxers build lifelong associations with their chosen school, representing the school in the ring.

Members: Thai Kickboxers are chosen from the most promising young students and train night and day from childhood to be fighters. Many professional Thai Kickboxers know of no other occupation.

Concepts: kickboxers, gym trainers, ex-champions.

Initial Chi: 2

Initial Willpower: 5

Quote: "Train hard, fight hard and honor your school with victory."

THAI KICKBOXING

Special Maneuvers

Punch

- Dragon Punch (Tiger Uppercut) (5)
- Elbow Smash (1)
- Flaming Dragon Punch (4)
- Spinning Back Fist (1)
- Turn Punch (4)

Kick

- Double Dread Kick (3)
- Double-Hit Kick (1)
- Double-Hit Knee (1)
- Flying Knee Thrust (1)
- Foot Sweep (1)
- Lightning Leg (4)
- Wounded Knee (2)
- Tiger Knee (4)

Block

- Maka Wara (3)

Grab

- Brain Cracker (1)
- Head Butt Hold (2)
- Knee Basher (2)

Athletics

- Jumping Shoulder Butt (1)

Focus

- Chi Kung Healing (4)
- Fireball (Tiger Fireball) (4)
- Toughskin (3)
- Zen No Mind (3)



TM

Sagat grew up in one of the poorest provinces of Thailand. He found that only the strong got anywhere in the world and started training at an early age to improve his body and mind. He studied Muay Thai Kickboxing and entered his first competition at the age of thirteen. Sagat showed little mercy for his competitors and would often maim opponents.

By the age of twenty, he had become disgusted with the growing regulations imposed in the professional kickboxing rings. Sagat believed that the influx of foreign fighters and growing international interest was leading to regulations that diluted the content of the matches. Some regulations made certain strikes forbidden in order to decrease the number of fatalities in the ring. Sagat heard of the large amounts of money that could be won in certain underground tournaments, so he fought for the first time in the underground circuit and found that the thrill of the no-holds barred competition was as rewarding as the large sums of money.

He stayed in the circuit for the fierce and brutal competition. Slowly, he worked his way up in the ranks to become champion. The mantle of Grand Master suited Sagat. His status grew to the point where he could choose who he would fight and the circumstances of each bout. Sagat began to only fight

opponents who had shown remarkable promise and destroyed them with sheer ferocity.

In the early '90s, a young fighter showed enough promise that Sagat gave him a fight. His name was Ryu. The match was scheduled, and Sagat was expected to destroy the young unknown in the first round, but this was not so. Sagat took the first round quickly, but in the second round, Ryu stunned both the crowd and Sagat himself by besting the Grand Champion. The match was settled in the third round after a long and brutal fight. In the final seconds, Ryu threw the strongest Dragon Punch he could. The punch caused flame to engulf his hand and burned a scar across Sagat's chest.

This loss sent Sagat into seclusion in the jungles of Thailand. There he worked to perfect his own techniques and develop new ones so that he could one day return and defeat Ryu. During this time, Sagat was contacted by an agent of Shadoloo. Sagat visited Bison and agreed to help Shadoloo if Bison could lure Ryu into a rematch for Sagat. Bison fueled Sagat's desire to avenge his defeat until Sagat developed a burning hatred for Ryu.

Now Sagat has returned to the tournament circuit and has reestablished himself as one of the most feared of the World Warriors.

Playing Sagat: You are a cold and bitter man. You fight just within the bounds of honor, but you show no mercy to your opponents. The only thing that makes you laugh is watching the humiliation of the opponents you crush. You are driven by the longing to once again fight Ryu. Until then, you wait.

Appearance: Sagat is a tall, muscular man whose body has been battered into a brutal appearance. He is bald, wears a patch over his left eye and has a large scar going up his chest. He is usually found dressed in his traditional kickboxing trunks, and he prepares hand and foot wraps before any big fight.



NEW SPECIAL MANEUVERS

The following Special Maneuvers come from the three styles just presented: Ler Drit, Spanish Ninjitsu and Thai Kickboxing.

Ducking Fierce

PUNCH

Prerequisites: Punch **

Power Points: Ler Drit 1; Any 2

The fighter crouches low and delivers a short powerful blow to her opponent's midsection. This punch often catches unsuspecting opponents off-guard.

System: This punch combines a Fierce attack with a deceptive Crouching Maneuver. Use the modifiers below.

Cost: None

Speed: -1

Damage: +4

Move: Zero

Elbow Smash

Prerequisites: Punch *

Power Points: Muay Thai 1; Any 2

By firmly planting his feet, the fighter can deliver a quick powerful elbow smash to a nearby opponent. Many deaths are caused in Thai Kickboxing rings by the lethal power of these elbow strikes.

System: Use the modifiers listed below

Cost: None

Speed: +2

Damage: +2

Move: One

KICK

Forward Slide Kick

Prerequisites: Kick **, Athletics **

Power Points: Ler Drit 2; Spanish Ninjitsu 3

This maneuver is a very similar to the regular Slide Kick (see rulebook), except that the fighter remains upright as he slides forward to quickly take an opponent off her feet. The Street Fighter remains in a standing position and, in one swift slide, covers several feet, taking his opponent's legs right out from under her in the process.

System: The Forward Slide Kick causes a Knockdown if any damage is scored.

Cost: None

Speed: +0

Damage: +2

Move: +0

Scissor Kick

Prerequisites: Kick ***, Athletics ***, Jump

Power Points: Ler Drit 3; Spanish Ninjitsu, Wu Shu 4

With this maneuver, the Street Fighter can cover tremendous distances and deliver two stunning and deadly blows to his opponent. The fighter actually leaps towards his opponent and performs a front flip in the air so that his feet follow out of

the flip into a rapid one-two strike, hitting his opponent first high, then low. The Scissor Kick is both deceptive and fast.

System: Use the modifiers listed below. The Scissor Kick is a powerful leaping attack and is considered an Aerial Maneuver. This warrior can make two damage tests against his opponent using the modifier listed below.

Cost: 1 Willpower

Speed: +0

Damage: +3

Move: +3

Tiger Knee

Prerequisites: Kick ***, Athletics **, Jump

Power Points: Thai Kickboxing 4; Special Forces, Western Kickboxing 5

One of Sagat's most famous moves is the Tiger Knee. The fighter begins by crouching down, like a tiger preparing to pounce on its prey, and then springing forward and up, driving knee-first into an opponent. The Tiger Knee is insanely quick and hits hard.

System: The Tiger Knee will cause a Knockdown and can also damage an opponent caught in the middle of an Aerial Maneuver. The Tiger Knee is also an Aerial Maneuver, allowing the fighter to dodge over fireball projectiles just as he would with a jump.

Cost: 2 Willpower

Speed: +3

Damage: +2

Move: +0

GRAB

Air Suplex

Prerequisites: Grab ***, Athletics ***, Jump, Suplex

Power Points: Spanish Ninjitsu 1; Kabaddi 2; Any 3

The warrior intercepts his opponent in mid-leap, grabbing the opponent and twisting him upside-down so that both attacker and victim fall to the ground headfirst. Of course, the victim of the Air Suplex crashes to the ground first, absorbing the impact of the fall.

This maneuver was actually developed by Indian Kabaddi masters who were said to be able to intercept the pounce of a full grown tiger and bring the tiger crashing to the ground.

System: Use the modifiers listed below. The fighter must interrupt an opponent performing an Aerial Maneuver. If the victim suffers any damage, then the Air Suplex was successful and the victim suffers a Knockdown. The attacker and victim both end the turn in the same hex where the attack occurred.

Cost: None

Speed: -1

Damage: +4

Move: +0

Choke Throw

Prerequisites: Grab ***, Athletics **, Jump

Power Points: Spanish Ninjitsu 1; Any 3

The fighter leaps up and either catches his opponent in mid-air or executes this maneuver upon landing. Either way, the result is the same. The fighter catches his opponent by the throat and uses his momentum to hurl his opponent to the ground.

System: Use the modifiers listed below. The fighter executing the Choke Throw can interrupt an opponent performing an Aerial Maneuver. It can also be used to attack a standing opponent. Any damage done indicates that the victim suffers a Knockdown. The attacker and victim both end the turn in the same hex where the attack occurred.

Cost: None
Speed: -1
Damage: +2
Move: +0

ATHLETICS

Backflip

Prerequisites: Athletics ***

Power Points: Capoeira, Spanish Ninjitsu, Wu Shu 2; Wu Shu 3; Any 4

This athletics maneuver provides a warrior with an excellent retreating defensive move. A well-trained fighter using a backflip can avoid nearly any attack. The Backflip maneuver is actually a series of back-handsprings that can take a competent gymnast halfway across an arena while he dodges projectiles and other attacks.

System: While executing this maneuver, the fighter can only move in a straight line away from his foe. While executing this maneuver, the fighter cannot be harmed by any attack. However, he will be vulnerable to attack both before and after this maneuver is executed.

Cost: 1 Willpower
Speed: +3
Damage: None
Move: +2

Flying Punch

Prerequisites: Athletics ****, Punch **, Focus ***, Jump

Power Points: Ler Dri 3

This move takes a Street Fighter high into the air above and past her opponent and then quickly redirects the attack so that the punch lands squarely in her opponent's back. This maneuver is considered highly dishonorable. The degree of aerial control Ler Dri practitioners exhibit while performing this maneuver lead some to believe that the practitioner is actually flying up and past her opponent before swooping back down with an outstretched fist.

System: To execute this move, the fighter must actually move two hexes past her opponent and move back to the opponent's hex as she arcs back downwards to hit her opponent from behind. This attack is considered an Aerial Maneuver and halves the opponent's total Stamina for the purposes of determining how many damage dice are rolled (rounding fractions down).

For example, if a fighter who is Blocking gets hit by a Flying Punch, her Soak would normally be her determined by adding her Stamina of 3 and her Block Technique of 4. (3 + 4 equals a Soak of 7 dice.) But because the Flying Punch is a sucker shot, the fighter's Stamina is halved, so (3 divided by two, rounding down, is 1) the Soak is 1 Stamina die plus 4 Technique dice for a total of 5 dice.

Fighters lose a point of Honor each time the Flying Punch is used. Alternately, the attack can be done straight forward

without the loss of Honor, but the fighter also loses the advantage of halving her opponent's Stamina.

The attacker ends her movement in the hex behind or in front of her opponent, depending on how the maneuver was used.

Cost: 1 Willpower
Speed: -2
Damage: +2
Move: +5

Light Feet

Prerequisites: Athletics ****, Jump

Power Points: Spanish Ninjitsu 3; Any 5

The fighter is adept at leaping and moving quickly—more so than other fighters. The fighter's nimble feet enable her to cover greater distances than most other fighters in the Arena.

System: This Special Maneuver is not played as a card. Instead, +1 Move is added to all of the fighter's Maneuvers. The fighter can also elect to spend one Willpower point during a fight to move an additional three hexes as part of an action instead of gaining the one hex bonus that this maneuver usually adds.

Cost: See Above
Speed: See Above
Damage: None
Move: See Above

Tumbling Attack

Prerequisites: Athletics ***, Backflip

Power Points: Capoeira, Spanish Ninjitsu 3; Any 5

The fighter can propel herself forward into a series of tumbling maneuvers combined with punches or kicks that will knock most opponents out of her way. The Tumbling Attack



can hit an unsuspecting opponent several times if it is timed properly.

System: Use the modifiers below. Like a Hurricane Kick, the Tumbling Attack has simultaneous movement and damage tests each time the attacker moves a hex. Whenever the fighter tumbles into the same hex as her opponent, she rolls for damage and automatically pushes her opponent back one hex. She can continue tumbling into her opponent, pushing him back and damaging him once for each hex, up to the fighter's full Move. The fighter will push her opponent back and make damage tests until she has moved her full distance. The Tumbling Attack is a Crouching Maneuver. The attacker moves in a straight line.

Cost: 1 Willpower

Speed: -1

Damage: -1

Movement: +0

Focus

Mind Control

Prerequisites: Focus ••••, Psychic Vise, Mind Reading

Power Points: Ler Drit 5

After shattering an opponent's resolve, M. Bison can directly control his actions. His every command must be obeyed. No one but M. Bison has ever been seen wielding such power, but there are persistent rumors of a promising student who is every bit as dark as M. Bison and has apparently learned this secret as well.

System: This power can be used to exert control over any opponent who has no Willpower left. The victim must be within a number of hexes equal to the attacker's Focus + Wits. A contested roll of Intelligence versus Intelligence is made. If the attacker gains more successes than his opponent on the Resisted roll, he has taken control over his opponent's actions. The duration of the psychic control depends upon the number of successes gained.

1 Success — 1 Round of combat (10 Turns)

2 Successes — 1 Hour

3 Successes — 1 Day

4 Successes — 1 Week

5 Successes — 1 Month

It is rumored that M. Bison has several servants who are permanently under his control in this fashion. This type of conditioning is possible, but it would take a considerable amount of time and repeated uses of the Mind Control power.

Any individual with a permanent Honor of 10 cannot be affected by this power. In addition, a victim of Mind Control can make a Resisted Roll between his permanent Honor and his controller's Willpower in order to resist a command that goes against his own moral code or survival instinct (such as attacking friends or jumping off a cliff). If the victim is successful, then he resists the command, but is still under Mind Control.

Cost: 2 Chi

Speed: -3

Damage: None (see above)

Move: None

Psycho Crusher

Prerequisites: Focus •••••, Athletics •••, Psychokinetic Channeling

Power Points: Ler Drit 5

To date, M. Bison is the only individual alive who is known to possess this awesome power (although it is rumored that he

has one promising student who has learned it as well). When executed, the warrior is surrounded by crackling blue psychic energy as he hurdles through the air at his opponents. The Psycho Crusher actually allows the Bison to fly, up, down or across the ground, changing direction rapidly during flight and always leaving a comet-like trail of blue energy.

System: The Psycho Crusher deals damage as the fighter moves into the same hex as his opponent. While flying, the fighter may turn or even double back as much as he desires in order to ram as many opponents as possible with one use of the Psycho Crusher. However, no opponent can be hit by the Crusher more than once, even if the attacker reverses or loops around to enter his victim's hex again.

If the victim is not blocking, then he is consumed in the attacker's Psychic fire, taking full damage from the attack (use the +5 Damage modifier) and suffers Knockdown as he is thrown into a hex adjacent to the one where he was standing (the victim chooses which hex).

If the opponent is blocking, then he is knocked back one hex from the direction the attacker flew at him, and he will take one die of damage (a botch on this damage roll brings the Psycho Crusher to an immediate end). The attacker can continue to push the blocking opponent back and do an additional die of damage for every hex left in his movement, up to a maximum of five damage tests, after which the attacker continues moving past his opponent.

Cost: 2 Chi

Speed: -1

Damage: +5 / One (see above)

Move: +6

Psychic Rage

Prerequisites: Focus •••

Power Points: Ler Drit 3

Also called the Poison Haze, this is the dreaded power of the Revenants. Psychic Rage pushes honorable fighters into fits of berserk battle fury. In this fury, the opponent is capable of delivering devastating damage, but he will also give absolutely no thought to his own safety and precious little thought to the morality of his actions. Victims of Psychic Rage have been known to turn on their own teammates in fits of blind fury.

System: The Ler Drit stylist using Psychic Rage selects an opponent. The victim must be within a number of hexes equal to the attacker's Focus + Wits. The fighter must then defeat her opponent in a Resisted Willpower versus Willpower roll (use the permanent Willpower ratings). If the fighter is successful, the opponent enters a berserker fury.

The victim will only be able to play Fierce or Roundhouse Combat Cards and his highest damage Special Maneuvers: the battle fury will drive them to use their most powerful attacks. He will spend Chi and Willpower as needed until he runs out. Furthermore, he will be incapable of playing any Movement or Block Maneuvers and will not gain benefits from Combo Maneuvers.

After each turn the victim has suffered Psychic Rage (not counting the first turn he is affected), the victim can roll his Permanent Honor in a Resisted Roll against the attacker's Manipulation to try to break free of the rage. The rage will automatically end if the attacker or the victim is knocked unconscious.

Victims still lose Honor from any actions they take during Psychic Rage, even if the rage forces them into dishonorable acts. The remorse and self-doubt will plague the victim long after the rage finally subsides.

Cost: 1 Chi

Speed: -2

Damage: None (see above)

Move: None

Psychic Vise

Prerequisites: Focus ****

Power Points: Ler Drit 4; Kabbadi 5

This fearsome power literally strips the energy from an opponent, demoralizing and disheartening her. Often M. Bison can be seen staring into the eyes of a would-be opponent. Energy crackles from the mad dictator's eyes and his opponent's resolve crumbles before the light begins.

System: The victim must be within a number of hexes equal to the attacker's Focus + Wits. The attacker rolls damage using the opponent's Intelligence instead of Stamina to determine the victim's Soak total (Psychic Vise ignores Blocking Techniques for purposes of Soak). For each damage success, the opponent loses one Willpower point and is also at -1 Speed for her next maneuver. If the victim loses a number of Willpower points greater than her Intelligence Attribute in a single attack, the victim is mentally stunned (treat this as a Dizzy).

Victims reduced to zero Willpower points can still be slowed down and stunned with repeated uses of the Psychic Vise.

Cost: 1 Chi, 1 Willpower

Speed: +0

Damage: +0 (see above)

Move: None

Psychokinetic Channeling

Prerequisites: Focus ***

Power Points: Ler Drit 3; Any 5

Through force of will, the Street Fighter manages to channel the mind's potential into a frighteningly effective compliment to any attack. Blue psychic energy crackles around the fighter's hands and feet as tremendous Chi energy is released upon the impact of a kick or punch. Currently, M. Bison has been teaching some promising operatives the secrets of this technique. Its mastery lies primarily in the hands of those studying Ler Drit. However, some masters speculate that under the right circumstances, others could learn to harness and channel these energies as well.

System: This power is recorded on as a single Combat Card, which can be played along with any of the six Basic Punch or Kick Combat Cards. When played this way, Psychic Channeling adds +2 damage to the attack.

Cost: 1 Chi

Speed: +0 (see above)

Damage: +2 (see above)

Move: +0 (see above)

MINIONS

"Now I shall send you forth into the world to do my bidding. Governments shall tremble at your approach, no one shall stand before you and all who oppose me shall perish by your hands. You are my fists, my eyes and my voice. Let all you encounter feel my wrath through your hands."

— M. Bison, in a speech to his minions

For the majority of enforcement actions taken by Shadoloo, M. Bison will not take part directly—neither will Sagat, Balrog or Vega. Instead, Shadoloo has an army of thugs, mercenaries and agents available to do the dirty work. This section lists some of the minions Shadoloo uses, including some Street Fighters who have been corrupted and recruited into Shadoloo, as well as statistics for other Shadoloo flunkies, like the Theons of the Order of Heavenly Unity and Bison's dreaded Revenants. Besides the minions presented here, you can use the statistics for other Minions found in Appendix Two of the rulebook for other types of villainous henchmen that Shadoloo will throw at its enemies.

STREET FIGHTER TEAMS

Shadoloo has many teams of Street Fighters in their stables. Some teams don't even know they're working for Shadoloo. However, most catch on after awhile. Those who accept the fact that Shadoloo owns them profit handsomely. Those who try to get out disappear from the circuit altogether. These teams can be found in nearly any tournament, either pursuing a secret Shadoloo agenda, scouting for new talent or just making certain they're the best.

Shadoloo employs a variety of Street Fighter teams, some more experienced than others. Listed below are two teams of varying degrees of experience. Dragon Rising is one of Shadoloo's Beta Teams, seasoned Street Fighters who know their way around most of the arenas. They are very good, but they still couldn't hold their own with a World Warrior for more than a few seconds. They are, however, more than a match for any rookies. The Harbingers are an example of a Shadoloo Gamma Team. Gamma Teams are freshly recruited Street Fighters. Many of them are only just beginning to realize what they're really doing.

Quote: "You wanna take this outside? I can easily put a hole in the wall for you..."



COMBO: BLOCK TO DASHING PUNCH

BETA TEAM: DRAGON RISING

This is the team that handles Shadoloo's more covert needs. The team itself can be found all over the world at a variety of tournaments. However, while they are brutally effective inside the arena, they are just as lethal outside as well. These are seasoned Street Fighters, and many have made a career out of violence. Still others only fight to keep their edge. Their true vocation is working as Shadoloo Crime Bosses throughout the world.



KWA-SO

Kwa-So ("Fast-Hands") learned to fight on the streets of China. He grew up getting into all types of trouble. His ambitions continually kept him dissatisfied: his fighting prowess relegated him to enforcer positions. He often pushed and tested his superiors and eventually began an all-out feud with them.

That's when Shadoloo found him. They admired strength and ambition. They felt that Kwa-So would have considerably more opportunities in their organization than he did in his former one. His first assignment was to take over his old crime gang. Now Kwa-So runs one of the largest trafficking operations in all of China. He sits on Shadoloo's Regional Council for that area and deals directly with the Asian Overlord on a regular basis.

Kwa-So still loves to fight, though, and gets his practice in with Dragon Rising.

Playing Kwa-So: You are cunning and wily. You know that you're capable of beating most of your opponents, but you prefer to outsmart them. You are ruthless when it comes to business and show your rivals no mercy.

Appearance: Kwa-So is a wiry Chinese man, and he appears almost harmless at first—until he bursts into a flurry of action. He stands just over five feet tall and weighs about 130 lbs.

Quote: "If you say that again, you'll gain my disfavor. I don't think you'd like that very much. I don't think you'd survive."

Name: KWA-SO

Style: KUNG-FU

Boss: ELIAS SYN

Strength ●●●●●

Dexterity ●●●●●

Stamina ●●●●●

Charisma ●●●●●

Manipulation ●●●●●

Appearance ●●●●●

Perception ●●●●●

Intelligence ●●●●●

Wits ●●●●●

Honor 3

Glory 5

Rank 4

Other Traits

ALERTNESS ●●●●●

ARENA ●●●●●

BLIND FIGHTING ●●●●●

INSIGHT ●●●●●

INTERROGATION ●●●●●

LEADERSHIP ●●●●●

MYSTERIES ●●●●●

STEALTH ●●●●●

STREETWISE ●●●●●

SUBTERFUGE ●●●●●

Weapons: Speed Damage Move

Chi

●●●●●○○○○○

□□□□□□□□□

Willpower

●●●●●○○○○○

□□□□□□□□□

Health

●●●●●●●●●●●●●●○○○○○

□□□□□□□□□□□□□□□

Maneuvers and Powers

	Speed	Damage	Move
Punch: Jab	7	7	3
Strong	5	9	3
Fierce	4	11	2
Kick: Short	-	-	-
Forward	-	-	-
Roundhouse	-	-	-
Grab	-	-	-
Block	9	0	0
Movement	8	0	7
HUNDRED HAND SLAP	3 (5')	0	7
REKKA KEN	SPECIAL	SPECIAL	SPECIAL
MONEY GRAB PUNCH	3	9	3
DEFLECTING PUNCH	7	8	-
JUMP	8	0	3

COMBO: DEFLECTING PUNCH TO HUNDRED HAND SLAP (DIZZY)

Name: DRAKE**Style:** SHOTOKAN KARATE**Boss:** ELIAS SYN
Strength ●●●●○
Dexterity ●●●●○
Stamina ●●●●○

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●○○○○

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●○○

Honor 5
Glory 5
Rank 4
Other Traits**ALERTNESS** ●●●●○**ARENA** ●●●●○**BLIND FIGHTING** ●●●●○**INSIGHT** ●●○○○**INTIMIDATION** ●●●○○**INVESTIGATION** ●●○○○**LEADERSHIP** ●●○○○**SECURITY** ●●○○○**STREETWISE** ●●●○○**ALLY (KEN)** ●●●○○

Weapons:	Speed	Damage	Move
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Chi
 ●●●●●○○○○○
 □□□□□□□□
Willpower
 ●●●●●○○○○○
 □□□□□□□□
Health
 ●●●●●●●●●●○○○○○○
 □□□□□□□□□□□□□□
Manuevers and Powers

	Speed	Damage	Move
Punch: Jab	6	7	3
Strong	4	9	3
Fierce	3	11	2
Kick: Short	5	8	3
Forward	4	10	2
Roundhouse	2	12	2
Grab	4	5	1
Block	8	0	0
Movement	7	0	6
POWER UPPERCUT	3	11	1
DRAGON PUNCH	4	14	1
THROW	2	7	1
DOUBLE DREAD KICK	2	9/12	4
FOOT SWEEP	2	11	1
HURRICANE KICK	4	7	2
JUMP	7	0	3
_____	_____	_____	_____
_____	_____	_____	_____

COMBO: BACK FLIP TO FOOT SWEEP TO DRAGON PUNCH (DIZZY)**DRAKE**

It is rumored that Gouken is not the only master of Shotokan Karate. If that is true, it might help to explain the existence of Drake and other fighters like him. Drake is well on his way towards mastering Shotokan Karate and has obviously had a good teacher, as good a teacher as Ken and Ryu had. With a little more experience, Drake may well rival Ken and Ryu's level of mastery.

Drake appeared on the fighting circuit from out of nowhere three years ago. Always unconventional, Drake maintained a solo career until last year, when he finally joined one of Shadoloo's teams. No one knows why he joined Shadoloo, and Drake refuses to comment on his decision. The last person who asked him is still recovering in the hospital.

In truth, Drake is Ken's cousin. He learned most of what he knew from Ken himself. Drake had originally intended to enter the Street Fighter circuit and work his way up like Ken did. However, since his fiancée is now on a permanent vacation in Mriganka, Drake has little choice and must now do Shadoloo's bidding.

Playing Drake: You are angry, irritable and ready to fight. If anyone gets in your face, you take them out. You enjoy being abrasive and get a kick out of offending people. Ever since your fiancée was imprisoned in Bison's stronghold, you have become extremely self-destructive. You care little for your own safety anymore, for you honestly believe that you have no future.

Appearance: Drake stands about 6' 1", has a black mohawk and fights in gi pants and leather wrist braces. His nose and ears are pierced multiple times, and he continually looks angry about something.

Quote: "Get your ugly face out of my sight before I break both of your legs and Dragon Punch you into next week."



CORONA



Corona is not a typical Spanish Ninja. She is also not a typical 22-year-old foreign exchange student, and she is far from a typical political assassin. About the only thing Corona has in common with her stylish mentor is her radiant beauty.

She used to go to Vega's estates with her mother, who was one of his servants. After the day's training was finished, she and some of the students there would practice late into the night sparring each other. She never intended to get good at it; however, over the years, without any sort of formal instruction, she became quite impressive. She was so impressive, in fact, that Vega himself, while on one of his midnight horse rides around his estate, noticed her sparring with some of his best students. Not only was she holding her own, but this enterprising young woman had developed some of her own techniques over the years, which gave her an edge over his other students. Vega began personally instructing her the next day.

Now Corona travels all over the world handling contracts from Shadoloo. Most recently, she has been acting as a liaison for the Crime Boss and regional counselor of Washington, D.C. Some have speculated that she herself has replaced the Crime Boss and now oversees Shadoloo's interests in that city.

Playing Corona: Deception is the key. Let everyone know how lethal you truly are, regardless of your facade. By the time they figure out who you are, it will be too late for them. You love disguises and will adopt whatever personality is necessary to get the job done. At the heart of it all, you love excitement and thrive on danger.

Appearance: Corona is a strikingly beautiful woman of medium height with long, flowing red hair. Her most distinguishing feature is her legs, which are quite muscular from her many years of training. When in the ring, she wears a baggy silk shirt and a dark sash over her tights and leotard. Outside of the ring, she prefers long skirts and loose fitting clothes. Unlike most Spanish ninjas, she uses no weapons when in the ring.

Quote: "I honestly have no idea what you're talking about. You must have mistaken me for someone else, someone who isn't about to kick you in the teeth. Back off."

Name: CORONA**Style:** SPANISH NINJITSU**Boss:** ELIAS SYN

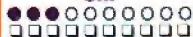
Strength	●●●●○	Charisma	●●●●○
Dexterity	●●●●○	Manipulation	●●●●○
Stamina	●●●●○	Appearance	●●●●○

Perception	●●●○○	Honor	3
Intelligence	●●●○○	Glory	5
Wits	●●●○○	Rank	3

Other Traits

ALERTNESS	●●●●○	SECURITY	●●●●○
BLIND FIGHTING	●●●●○	STEALTH	●●●●○
INSIGHT	●●●●○	STYLE LORE	●●●●○
INTERROGATION	●●●●○	SUBTERFUGE	●●●●○
INVESTIGATION	●●●●○	SURVIVAL	●●●●○

Weapons:	Speed	Damage	Move
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Chi**Willpower****Health****Manuevers and Powers**

	Speed	Damage	Move
Punch: Jab	6	5	4
Strong	4	7	4
Fierce	3	9	3
Kick: Short	5	6	4
Forward	4	8	3
Roundhouse	2	10	3
Grab	4	7	1
Block	8	0	0
Movement	7	0	7
SPINNING BACKFLIP	3	8	5
BACK FLIP KICK	4	8	2
JUMPING KICK	4	10	5
LONG FOOT SWEEP	4	8	8
BACKROLL THROW	3	11	1
HAIR THROW	2	12	2
BACKFLIP	8	0	7
WALL SPRING	6	0	4/6

COMBO: WALL SPRING TO JUMPING KICK TO HAIR THROW (DIZZY)

Quote: "I admire your loyalty to your current team, but I'm in a jam and need someone of your tremendous fighting ability to fight with my team just for one tournament. In return, I can connect you with a sensei who could teach you that Shadow Flight technique you've been wanting to learn. It would only be for one tournament... it's not like you're signing your life away..."



包圍

Theon Pendant: The wearer of a Theon Pendant has access to mystic energies: he can draw two points of Chi from the amulet each day. Instead of using his own Chi for a Special Maneuver, the wearer can instead use Chi from the pendant stone. The pendant restores its Chi each night and can be used again the following day. Some larger pendants, such as the one worn by Aka Zahn, can store more than two points of Chi, but such pendants are rare.

Quote: "Come, ye downtrodden! Expunge the negative thoughts that plague your mind and soul! The Heavens await you. Join with me in a New Age for mankind!"



Name: THEON		Style: LER ORIT		Boss: AKA ZAHN	
Strength ●●○○○	Charisma ●●○○○	Perception ●●●○○	Honor _____		
Dexterity ●●○○○	Manipulation ●●●●●	Intelligence ●●●●○	Glory _____		
Stamina ●●○○○	Appearance ●●○○○	Wits ●●●○○	Rank _____		
Other Traits			Manuevers and Powers		
_____ ○○○○○	_____ ○○○○○	Speed _____	Damage _____	Move _____	
_____ ○○○○○	_____ ○○○○○	Punch: Jab _____	_____	_____	
_____ ○○○○○	_____ ○○○○○	Strong _____	_____	_____	
_____ ○○○○○	_____ ○○○○○	Fierce _____	_____	_____	
_____ ○○○○○	_____ ○○○○○	Kick: Short _____	_____	_____	
_____ ○○○○○	_____ ○○○○○	Forward _____	_____	_____	
		Roundhouse _____	_____	_____	
Weapons:	Speed	Damage	Move		
QUARTERSTAFF _____	_____ +0	_____ +2	_____ +1		
_____	_____	_____	_____		
_____	_____	_____	_____		
Chi		Willpower			
●●●●● ○○○○		●●●●● ○○○○			
□□□□□ □□□□		□□□□□ □□□□			
Health					
●●●●●●●●●● ○○○○○○○○○					
□□□□□□□□□□ □□□□□□□□					

Name: REVENANT		Style: LER DRIT		Boss: M. BISON	
Strength ●●●●●	Charisma ●○○○○	Perception ●●○○○	Honor 0		
Dexterity ●●●●●	Manipulation ●○○○○	Intelligence ●●○○○	Glory 0		
Stamina ●●●●●	Appearance ●○○○○	Wits ●●○○○	Rank 0		

Other Traits		Manuevers and Powers																																																					
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Weapons: Speed Damage Move _____ _____ _____	<table style="width: 100%;"> <tr> <th style="text-align: center;">Chi</th> <th style="text-align: center;">Willpower</th> </tr> <tr> <td>●●●●●○○○○○</td> <td>●○○○○○○○○○</td> </tr> <tr> <td>□□□□□□□□</td> <td>□□□□□□□□</td> </tr> </table>	Chi	Willpower	●●●●●○○○○○	●○○○○○○○○○	□□□□□□□□	□□□□□□□□
Chi	Willpower						
●●●●●○○○○○	●○○○○○○○○○						
□□□□□□□□	□□□□□□□□						

Health
●●●●●●●●●●●●●●○○○○○○○○○
□□□□□□□□□□□□□□□□□□

THE REVENANTS

All the servants of Shadoloo fear the Revenants instinctively. Any warrior who meets one knows when he has gained a Revenant's disfavor. The Revenants are blue-eyed killers who come in the night. They know no fear and show no mercy. They are less than human. They are the shattered husks of those who have failed to master the secrets of Ler Drit.

The Revenants are students whose psyches have been completely crushed by Ler Drit's brutal training program. They have no real will of their own save that of Bison's. Most students who try to master Ler Drit become one of these hollow people. They do not have souls, freedom or joy. Instead, they are crumbling automatons who are dead inside. Make no mistake, the Revenants look just like normal people. They can function in society well enough as to not arouse suspicion. They live to carry out Bison's orders or die trying.

Bison himself cares not for the fate of these shattered human beings. To him, they have already died—their bodies just haven't realized it yet. They are used for suicide missions and are often employed when trying to lure an opponent into doing something terrible they'll later regret.

Revenants feel no pain, and therefore, they cannot be Dizzied in combat. They are also immune to the effects of most mentally-based powers, such as Telepathy, the Cobra Charm and Mind Reading. Only Bison and the Theons of Bison's cult can command them, and the Revenants will die to carry out their orders.

Revenants have martial arts capabilities just like everyone else. However, unlike the living Street Fighters, when a Revenant loses all of his Health, his body finally breaks down and dies, finally annihilated in both body and soul. The body will often crumble to dust or go up in foul smoke, leaving only a gleaming white skeleton behind.

Once someone becomes a Revenant, there is no known way to restore the victim back to a normal life.

Playing a Revenant: You are a soulless machine devoid of feeling emotion, pain or pleasure. You are still intelligent, but

it takes a long time to formulate original thoughts, which makes it all the easier to simply follow the instructions you are given by M. Bison or the Theons of the Order of Heavenly Unity.

Appearance: Revenants can come in any shape or size. However they all have ice blue eyes that crackle with unholy energy whenever they spring into action.

Quote: "You will die because Lord Bison commands it."





Science Labs

- 1 Temple of Darkness
- 2 Rocket Launchers
- 3 Golden Statue
- 4 Wall of Gods
- 5 Temple of Science
- 6 1st Floor
- 7 2nd Floor
- 8 3rd Floor
- 9 4th Floor

Central Corridor

- 10 Satellite Dish
- 11 Temple of Pain
- 12 Mt. Bison
- 13 Mutant Rose
- 14 Nuclear Reactor

Personnel

- 15 Order of Heavenly Unity
- 16 Bunjee Point
- 17 Balrog's Casino
- 18 NW0 Stadium
- 19 1st Floor
- 20 2nd Floor
- 21 3rd Floor
- 22 4rd Floor
- 23 5th Floor
- 24 The Ultratrain

MIRIGANKA!

Chapter 4:

MRIGANKA!

CRUCIBLE OF FEAR

"My plane was in flames. Steam rose from its tortured wreckage as I watched it sink into the ocean."

"I cursed my fate. Why did I think I could raid the forbidden island of Mriganka? Why did I believe that one man could stand against the horrors of Shadoloo? As I swam away from the plane's wreckage, I beheld the tyrannical majesty of Mriganka shimmering like an evil mirage above the water. Sunlight glinted off the head of the giant golden statue that defended the island, and the obscene cries of a horde of foreign ninja echoed across the waves."

"This time, the gloves were off, and evil was going down for the count."

—Issue #32 of The Pugilist, "TKO in Thailand"

Written by Raoul Bernstein for Real Heroes! magazine

Mriganka (*mree gán'ka*) island country off the eastern coast of Thailand. Monarchy established in 1975. Land Area unknown, Population unknown. Main Industry unknown.

—New World Dictionary

Off the coast of Thailand, a ministry of evil thrives. On an island of men, machines and madness, a fortress awaits. Crime festers like the ripe fruit of corruption in this reclusive hideaway. When you mention the island, whisper its name, for the mere mention of this bastion of evil can send those who know of its evil into flights of terror. It is called *Mriganka*.

Deep under the terrible architecture of the surface, the dreaded crime lord, M. Bison, plots to conquer the world. From here, the tentacles of his criminal monstrosity reach out to conquer and exploit. Despair and suffering flows from Mriganka to every corner of the world. World governments are either powerless to oppose it or mysteriously unwilling to destroy it.

Street Fighters, however, will not stomach such injustice. Action calls! They hack their way through the mighty jungles of the mainland! They swim through shark-infested waters! They risk their lives and very souls to gain a glimpse of the world's greatest fortress of evil!

HOW TO USE THIS CHAPTER

Okay, so your players are tired of messing around with Shadoloo fronts all over the world. They want to strike to the core of Bison's evil empire; they think they're ready to invade Mriganka.

This chapter will show you what players can find on the evil island of Mriganka. While it's impossible to provide every detail of the immense island fortress, this chapter does give you basic maps and layouts of Mriganka, as well as most of the details on the island's security defenses and the madmen who call Mriganka home.

Ultimately, what you do with Mriganka in your **Street Fighter** chronicle is up to you. Any number of missions could lead the characters to its fetid shores (some adventure ideas are given in Chapter Five). Use the information provided here as a guideline for adventures set in Mriganka, but feel free to place any of your own characters on the island or change the island around to suit your particular adventure. Bison is constantly fiddling with the island's architecture and defenses anyway, so characters might find the island substantially different if they are unfortunate enough to visit it repeatedly.





THE ARTIFICIAL VOLCANO

An artificial volcano is located on the mainland of Mrigankhai near the section of shore closest to the island itself. Beneath the volcano lies a massive warehouse where Shadoloo's shipments of smuggled goods are stored and organized before they are distributed throughout the world.

The volcano also serves as an entrance to the Undercity of the island fortress. A great tunnel runs below the ocean, stretching from the warehouse under the volcano to the subterranean portions of the island.

The volcano itself is quite massive. Even explorers with skill in Survival will need several hours to climb to the rim. However, nests of machine guns manned by thugs are implanted around the rim of the volcano (mainly to prevent the junglemen from getting too close.)

Underground Landing Bay—Helicopters and hoverjet planes descend into the volcano to pick up and deliver merchandise. The volcano personnel will cut off the steam rising from the pit and slide open a massive motorized gate that seals the top of the hollow volcano mountain. The aircraft are then lowered right down into the volcano's "crater".

Warehouse—A huge warehouse is underground on the mainland. Mindless Mrigankhai junglemen are drugged and brought down here to perform heavy lifting. The directors of the warehouse, the Warehouse Warriors, are not to be taken lightly.

A tunnel stretches from the mainland warehouse to the a warehouse on the seventh floor of the island's Undercity. It continues around the island to a third warehouse under the

submarine docking bay. The Warehouse Warriors often practice their driving skills by racing forklifts back and forth through the tunnel. Video cameras line the corridor, and the automatic gun emplacements are almost as deadly as the carefully-orchestrated tactics the Warehouse Warriors can execute with their forklifts.

The Warehouse Warriors—Three deadly women supervise the warehouse. Be careful. They will show no mercy in crushing their enemies. Becca is armed with a giant knife, Dione carries a stun gun and Laverne just directs traffic with her unusually loud voice.

Warehouse Warriors

Use the statistics given for Warriors in Appendix Two of the **Street Fighter** rulebook. Each Warehouse Warrior will have one additional Ability: Drive (Forklift) 5.

Forklifts: A forklift can move up to eight hexes per turn. Turning a forklift can be difficult. A thirty-degree turn (one hex side) in combat requires a roll of Dexterity + Drive and one success; turning two hex-sides requires two successes; turning three hex-sides requires three successes. A charging forklift will do two dice of damage for each hex it moves in a straight line before ramming an opponent, up to a maximum of 16 dice of damage.

APPROACHING THE ISLAND

What will happen if the Street Fighters forego the jungle? The island has many defenses against invasion by sea or by air.

AERIAL ASSAULT

What if the heroes try to approach the island quickly through the air? Such tactics are dangerous in the extreme. Before their plane would get in sight of the island, radar would attempt to detect their aircraft, and the island's rocket launchers (see below) would make mincemeat out of any plane. Evading rocket-fire while piloting a plane is a resisted roll between Dexterity + Driving (Piloting) and the automatic rocket launcher's Dice Pool of seven dice. The rocket launchers will aim to cripple a plane so that the aircraft must crash land into the sea.

GUNSIGHTS ON THE WATERS

To deal with anyone approaching on the surface of the water, a squadron of hovercraft are waiting on the eastern edge of the island. Anyone traveling by speedboat will have to roll Dexterity + Driving to outrun them. Anything but a speedboat will be too slow to outrun the hovercrafts.

Swimming, oddly enough, is fairly safe, but quite strenuous. It requires three successes on a Stamina + Athletics roll to make it to the island. Anyone failing the roll must deal with the menaces described below in "Vigilance Under the Water."

VIGILANCE UNDER THE WATER

Scuba diving is another option. It takes skill, stamina and stealth to make it safely to the island. There are many hazards, however. Frogmen armed with undersea weapons patrol the island regularly, and they cover a lot a territory quickly by using giant propeller-sleds. Characters who successfully bypass the patrols can enter the island fortress through the submarine docking bay.

FROGMEN

No, these guys aren't related to frogs. They just have flippers, swim around a lot, catch annoying pests and occasionally hop around on land. Use the statistics for Toughs from page 170 of the **Street Fighter** rulebook.

Special Maneuvers:

Scuba Slash— This has the same stats as a knife attack, but it's used against an opponent's scuba equipment. A Damage test is made against an opponents Dexterity, not his Stamina. With a successful attack, the attacker must beat his opponent in a Contest of Dexterity. If he's successful, the opponent's scuba gear is ruined (a hose is cut, a face mask is shattered, etc.).

Harpoon— This works just like a spear, but it can only be fired once from a miniature gun the frogman carries.

FIGHTING UNDERWATER

Fighting underwater is not easy. There is considerably more resistance when a fighter is trying to move through water— unless he has the right equipment. All characters will be at -1 to Speed and Damage while fighting in the water. Additionally, characters without scuba gear will be -1 to Movement for all techniques.

The Storyteller must decide which Special Maneuvers can still function underwater. Fireballs are obviously useless, while Powers like the Whirlwind Kick might take on new effects underwater.

A character can hold her breath for a number of turns equal to her Stamina. She can add two turns to this for each Willpower point spent. After that, she will lose one Health Level each turn as she begins to drown.

THE MASTER MAP

What you're about to see is a listing of locations beneath the surface of the island. Each location is shown on the cut-away map of the island fortress found at the beginning of this chapter. When you're using maps, remember that they're supposed to help you tell a story. As long as you have a list of rooms characters can visit, a few of our maps and a rough sketch of where some things are, you can run adventures on this island.

Characters may be able to obtain a rendering of the island base. Some well-protected computer files contain a bizarre drawing of the island. The map was drawn by a minion of Shadoloo who defected to Interpol (and then mysteriously disappeared shortly thereafter). The drawing shows the detail above ground and reveals some of the secret activities below the surface of the Gulf of Thailand.

THE HIVE ABOVE GROUND

"I crawled out the water and onto the shore. The base of the island was surrounded with trees, and thankfully, there weren't any Mrigankalese junglemen in them.

The minions of Mriganka seemed happy with their plight.

Uniformed guards patrolled the island, yet behind their stylish sunglasses, I could almost sense their brutish contentment with their lives as simple thugs. They worked as if



possessed by one mind, as if they had the mindless devotion of ants in a hive.

"Far away, on a massive column of stone, a giant temple with twisting spires was bathed in shadows, despite the bright sunlight overhead. I could see reclusive monks climbing the edifice, perched here and there in meditative postures."

—The Pugilist

LOCATIONS

Below are descriptions of the major areas on the surface of the island. At any given time, the island is crawling with Shadoloo security and technicians. Use the statistics for Solidiers in Appendix Two of the rulebook for normal security personnel and stats for Toughs for the technicians. Occasionally, Revenants, Theons or even Bison himself will be wandering about the island.

1. MT. BISON

Towering over the island of Shadoloo, a mountain sculpture screams out Bison's message of vanity to the world. Four faces are carved into the southwestern side of the mountain: Bison, Balrog, Vega and Sagat. They are the Bosses of Bison's criminal pyramid.

The portrayal of Vega is yet another reason why the Spanish Ninja hates traveling to Mriganka. Understandably, Vega's face on the mountain is covered by his stylish designer mask. Despite his desire for "anonymity", Vega is also distraught that his beautiful face cannot be seen. Not only that, but his head on the sculpture is smaller than Balrog's (that brute). The mere sight of Mt. Bison sends Vega flying into a tiff.

2. THE GOLDEN STATUE

Precious metals have been shipped all the way from an Overlord's base on the island of Sri Lanka. These extravagant gifts have been used to coat the surface of a giant statue.

The Golden Statue towers above all other features of the island, save for Mt. Bison. This large statue is used to survey the ocean, air and mainland. It serves as a lookout point for

intruders. The head can rotate to "watch over" the waters surrounding Shadoloo. The equipment for the island's defensive air radar net is in the statue's head, as is the weapon that keeps the junglemen forever trapped in a state of mindless savagery: the dreaded Mind Cannon.

The Mind Cannon

One of the greatest breakthroughs in the evil technology of Shadoloo is a massive weapon of mind control. The Mind Cannon is a masterpiece of mad science. Simply point the barrel at someone's head and push the button—an invisible beam of light will plunge into the depths of his mind. Unfortunately, Mind Cannons are HUGE and usually require part of a nuclear reactor to power them. The Mind Cannon is currently located in the Golden Statue and is used to bombard the mainland and the junglemen who live there.

The Mind Cannon can decelerate or accelerate the brainwave activity of its chosen subject. The effects last only for a few hours, however. If applied to a subject over a prolonged period of time, the effects will become permanent.

Characters have a chance of resisting the Mind Cannon. Breaking free requires three successes on a Willpower roll. Overcoming the effects of the ray involve shunting psychic energies to another part of the brain. Each point of Chi spent will give one success.

Characters who fail to resist the Mind Cannon will find their Intelligence temporarily lowered by one point. Repeated doses will reduce the subject to a state of idiosyncrasy and savage, mindless behavior. Anyone who is reduced below one dot of Intelligence will become incapable of independent action.

3. THE MONASTERY

A corrupt group of monks from the Order of Perpetual Darkness live far above the ground in a massive temple resting atop a thin pillar. They are masters at channeling the powers of Chi for dark purposes. Bison used to visit periodically to gain spiritual enlightenment and further his own powers. However, after the discovery that unleashed his psychic powers, Bison's visits have become less and less frequent.

These monks are the very same ones who initially assisted M. Bison in discovering the island and, more importantly, the meteor. Although Bison no longer finds their services useful to his religious plans, he does allow them this modest aerie as a place to meditate and enhance their arts. There are only eight monks remaining in the Order, and Bison apparently has no plans helping this organization to grow.

The monks bear a strong hatred for the Order of Heavenly Unity. The leader of the Order of Heavenly Unity, Aka Zahn, was once a monk in the Order of Perpetual Darkness until he betrayed them and convinced Bison that his new religious order would give Bison more power and influence in the world. While these monks are still loyal to Bison and would never act against him, they might consider aiding Street Fighters if they thought it would hurt Aka Zahn or his false religion.



Name: EVIL MONK

Style: LER DRIT/KABADDI

Boss: M. BISON

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●●●

Charisma ●●○○○
Manipulation ●●●○○
Appearance ●●○○○

Perception ●●●●●
Intelligence ●●●●●
Wits ●●●●●

Honor 0
Glory 1
Rank 0

Other Traits

ALERTNESS ●●●○○ 00000
INSIGHT ●●○○○ 00000
MYSTERIES ●●●●● 00000
STEALTH ●●●○○ 00000
SUBTERFUGE ●●○○○ 00000

Weapons:	Speed	Damage	Move
KNIFE JAB	9	4	4
KNIFE STRONG	7	6	4
KNIFE FIERCE	6	8	3

Chi
 ●●●●●○○○○○
 □□□□□□□□□

Willpower
 ●●●○○○○○○○
 □□□□□□□□□

Health

●●●●●●●●●●○○○○○○○○○
 □□□□□□□□□□□□□□□

Maneuvers and Powers

	Speed	Damage	Move
Punch: Jab	5	4	4
Strong	3	6	4
Fierce	2	8	3
Kick: Short	4	5	4
Forward	3	7	3
Roundhouse	1	9	3
Grab	-	-	-
Block	7	0	0
Movement	6	0	7
BLINDNESS	3	SPECIAL	SPECIAL
COBRA CHARM	2	SPECIAL	3
MIND READING	SPECIAL	SPECIAL	SPECIAL
REGENERATION	3	SPECIAL	SPECIAL
PSYCHIC RAGE	1	SPECIAL	SPECIAL
TELEPATHY	SPECIAL	SPECIAL	SPECIAL

BLIND

Prerequisites: Focus *****Power Points:** Ler Drl 3, Kabaddi 5

The monks of Perpetual Darkness derive their name from their ability to inflict blindness on disbelievers. With a simple gesture, a monk can turn a nearby victim's world into eternal darkness.

System: The monk can inflict blindness on any victim within the monk's Wits + Focus. The monk must defeat the opponent in a resisted roll of the monk's Intelligence + Focus versus the victim's Stamina + Mysteries. If successful, the victim is completely blinded as a veil of darkness shuts off all sight.

The Power acts like a Sustained Hold. The victim gets a resisted roll of Intelligence versus Intelligence to break free of the monk's power each turn.

Cost: 1 Chi**Speed:** +0**Damage:** None**Move:** None

4. ORDER OF HEAVENLY UNITY

Heroes assauling Shadoloo might be stunned to see a vast cathedral on the island of such an evil base. Perhaps Bison does have a heart. Perhaps this area should be spared.

Fools! The towering spires of the church are actually nuclear missiles waiting to wreak havoc on an unsuspecting world! The "church" is a glorified home for Bison's masters of nuclear weaponry.

Soft-hearted heroes will spare this site. Pity their foolishness.

The church is also the home to the director of the hive-city, Aka Zahn, Archtheon of the Order of Heavenly Unity. The church serves as Aka Zahn's own palatial estate. A few minions maintain the ordinance of radioactive destruction that is the blessed centerpiece of the church's existence.

The Order of Heavenly Unity is based upon the concepts of uniformity and conformity. It seeks to reduce one's individuality to nothingness and, in doing so, saps an individual's free will and creativity. Priests of this order are called Theons, and each priest carries a small pendant around his neck that holds a small fragment of Bison's meteorite. It is this mineral fragment that boosts their dark powers and grants Bison and Aka Zahn complete control over them.

AKA ZAHN

Position: Director of the Hive-City

The city above ground never sleeps. Throughout the day, mindless thugs patrol the island, technicians monitor detection devices and weaponry and the Theons lead their life of devotion to the powers of the night. The man who oversees the world above is Aka Zahn, Archtheon of the Order of Heavenly Unity.

Hidden within the Church of Heavenly Unity, he is attended by a dozen Theons of the Church. Within a room filled with monitors and computer equipment, he maintains a stranglehold on Bison's followers. Church services are held daily, and Zahn's twisted charisma helps him brainwash his followers. Theons, scientists and mindless thugs alike hear his inspirational sermons and obey.

It was Aka Zahn who convinced Bison to abandon the monks who serve the Order of Perpetual Darkness in favor of supporting a more marketable religion, one that would give Bison power and influence over more people. That religion was the Order of Heavenly Unity. Aka Zahn still bears no love for the Monks of Perpetual Darkness: the dwellers in darkness pray for Aka Zahn's untimely demise.

Playing Aka Zahn: Zahn delivers sermons when doing anything, whether he's commanding grunts, enslaving minions or ordering monks to fetch him pizza. Despite his religious trappings, Zahn prefers to remain alone behind a screen of television screens and laugh at the suffering of his minions.

Appearance: Zahn is a giant of a man, almost six-and-a-half feet tall. His mouth is twisted in a perpetual sneer, and he has singed off all the hair on his head with a purifying flame. He wears black robes with gold trim.

Aka Zahn also wears a meteorite pendant similar to those described in Chapter Three under "Theons". However, Aka Zahn's pendant is much larger and can store up to 10 points of Chi at once.

5. SATELLITE DISH

Intelligence analysts keep up on the world's information through this satellite dish. It is also used to monitor an orbiting fleet of satellites (armed with heaven knows what).



Name: AKA ZAHN		Style: LER DRIT/KABADDI		Boss: M. BISON	
Strength ●●●●○	Charisma ●●●●○	Perception ●●●●○	Honor 0		
Dexterity ●●●●○	Manipulation ●●●●○	Intelligence ●●●●○	Glorious 3		
Stamina ●●●●○	Appearance ●●●●○	Wits ●●●●○	Rank N/A		

Other Traits		Maneuvers and Powers	
Alertness ●●●●○	Security ●●●●○	Speed	Damage
Insight ●●●●○	Subterfuge ●●●●○	Punch: Jab 6	4
Intimidation ●●●●○		Strong 4	6
Leadership ●●●●○	Resources ●●●●○	Fierce 3	8
Mysteries ●●●●○	Staff ●●●●○	Kick: Short 5	6
		Forward 4	8
		Roundhouse 2	10
		Grab 4	5
		Block 8	0
		Movement 7	0
		Ducking Fierce 3	9
		Double Hit Kick 2	7 (2 TESTS)
		Scissor Kick 4	9 (2 TESTS)
		Jump 7	0
		Cobra Charm 3	0
		Mind Control 1	NONE
		Mind Reading NONE	NONE
		Psychic Vise 4	12
		Psychokinetic Channeling SPECIAL	3
		Telepathy SPECIAL	SPECIAL
		Combo: Block to Scissor Kick to Ducking Fierce (Dizzy)	
		Block to Cobra Charm	

Weapons:	Speed	Damage	Move

Chi	Willpower
●●●●●○○○○○	●●●●●○○○○○
□□□□□□□□	□□□□□□□□

Health
●●●●●●●●●●●●●●●●○○○○○
□□□□□□□□□□□□□□□□

6. Temple of Science

This looks like a building one might find in a University. The building has no windows, and inside, a secret experiment in robotics is taking place. The description is listed under the Science Wing.

7. Wall of Gods

This vast mural covers the cliff that overlooks the eastern shores of the island. The mural displays giant carvings of the gods of Thailand. Most of the carvings are poses of the Buddha. On the reverse side, a bas relief of the four poses of Siddhartha Gautama before his attainment of Nirvana can be seen. There is a blank spot where the fifth pose would be. Construction of this sculpture was never finished. Instead, the artist concentrated his efforts on building the fifth representation as a sculpture beside Sagat's stage outside of Bangkok. Sagat has taken this symbol as a personal insignia. Someday, when Bison can convince Sagat to fight here at Mriganka, Sagat will establish his new stage at the base of the Wall of Gods.

8. Bunjee Point

No evil base would be complete without some recreation. The bunjee jumping craze took a firm hold in Mriganka.

9. Rocket Launcher Domes

These domes house the rockets that Bison's technicians use to take hostile planes and helicopters out of the air. The rockets possess sufficient firepower to remove nearly any vehicle from the air.

10. Temple of Pain

This "temple" is a favorite stage for Bison to take on all challengers. When tournaments are held on the island, the competitors are brought here. The concrete quadrangle set

up for fights is in the middle of an open courtyard. A massive brass bell to one side of the field signals the start of a fight. Theons from the Order of Heavenly Unity witness the event and pray for injuries.

11. Fighters' Beehive Huts

In back of the Temple of Pain, a number of modest huts are available for visitors. When Bison sponsors a tournament, the Theons bring modest, and only occasionally drugged, meals. Each hut also has a central pillar and a spire on the top.

12. Balrog's Casino

Balrog loves to visit Mriganka. To entice him to visit occasionally, Shadoloo has financed a casino. All "employees" of Mriganka are paid their wages on plastic credit cards. At any time, an employee can redeem his credit card for any form of currency at the back of the casino. However, subliminal messages buried under the music in the casino guarantee that no visitor will pass through the casino without indulging in a little gambling. The money is split between Bison and Balrog—eighty/twenty, of course.

13. New World Order Stadium

This giant stadium is currently covered by a huge rolling steel door. A gigantic "skull and wings" insignia has been painted on top. After Bison conquers more of the world, he hopes to invite hundreds of thousands of people throughout the countries of the world to come and witness the biggest World Warrior competition of all time. The stadium seats over 300,000 people, and the rollaway doors have been strengthened to increase security.

14. SWIMMING POOL

How tranquil! Near the main entrance to the Undercity is a gigantic serene swimming pool. Killer sharks do not patrol the pool, nor will rolling steel doors cover up the water in an emergency, forcing everyone inside to slowly drown. The rollaway doors are under the water. There is a 2,000 foot silo under the pool holding the Hypertronic Space Shuttle. If the Shuttle must be launched, the pool will open, and anyone in the pool will plunge thousands of feet to a grisly demise.

15. HOVERCRAFT CAVE

Four hovercrafts are docked here. The six thugs who operate them live in a shack and spend most of their time monitoring radar, playing cards and watching television.

16. GUN HUTS

Each one of these huts contains a stairway and elevator leading to the Undercity. A gun hut is at the top of each of the four sections of the fortress underground. A turret allows the guns to rotate 180 degrees, but due to a lack of foresight, the guns cannot point straight up. The guns do 12 dice of damage to anyone they hit.

17. MAIN ENTRANCE

This attractive set of giant double doors leads to the first level of the Personnel Section. Visitors to the island are sometimes escorted here on their way to the cafeteria.

THE UNDERCITY

"Continuing to explore, I eventually saw a path leading to a huge set of double doors. A video camera was mounted on a small stand, and it slowly turned to face me."

"Drawing my Chi into my upper body, I leaned forward and rushed the camera with a devastating Slide Punch. Fragments of metal and plastic sprayed across the ground."

"I stood before the doors to the Undercity. The faces of Mt. Bison seemed to stare down at me, as if daring me to enter."

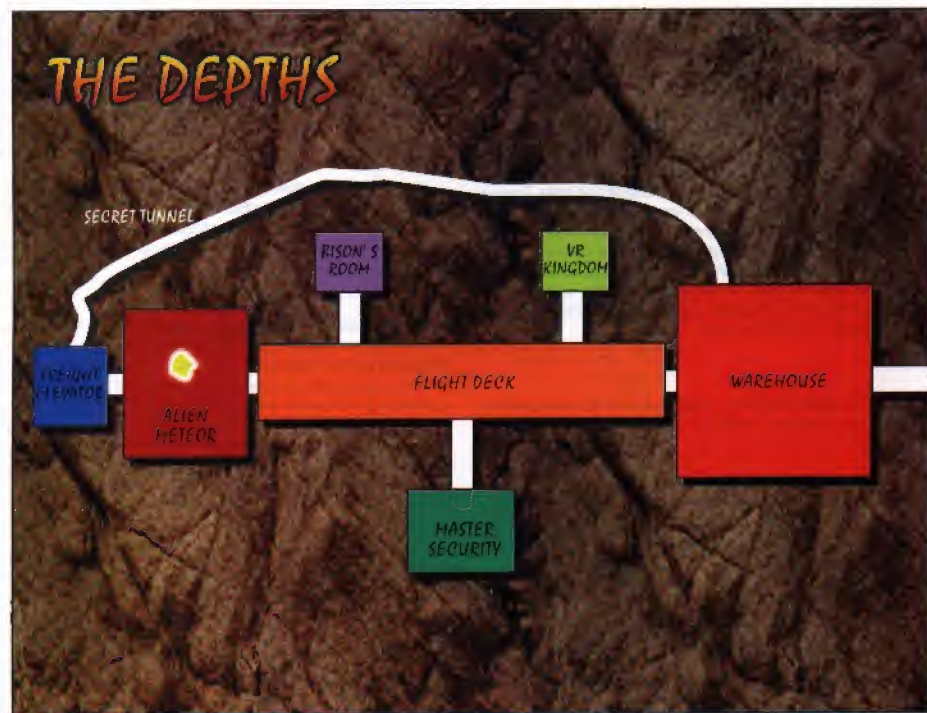
"Strangely enough, the door was open..."

—The Pugilist

The underground portion of the Miganhai base can be divided into five sections:

- 1) The Central Corridor: Administration—This includes the council room, the SpaceLab and the nuclear reactor.
- 2) The Eastern Sector: Weird Science—This is where the evil scientists have their laboratories.
- 3) The Northern Labyrinth: Personnel—Hundreds of people pass through these hallways every day.
- 4) The Southern Sector: Military—An army of two hundred warriors trains in the Grand Dojo.
- 5) The Western Sector: CrimeLabs—Under the earth, seven floors of scum and villainy plot and scheme new ways to raise funds for Shadoloo.

"Reciting the mystic mantra I had learned after my run-in with the Thugees of Punjab (see The Pugilist, #27), I gathered



my Chi and tried to perform an ancient rite. 'Act normal,' I thought. 'Act normal. You're supposed to be here. You're a security guard.'

"That fact that I was still soaking wet didn't help. Sometimes the mantra worked, sometimes it didn't."

"At the end of the corridor was an elevator shaft. I jammed my hands between the doors and pulled. They opened easily... too easily."

"I got ready to climb down the shaft."

—The Pugilist

You have seen the world above ground, but there are countless rooms in the Undercity of Shadoloo. Many of these locations can be seen on the drawing.

Four of the sectors are connected by a monorail track. The Ultratrains travel in a circle, stopping at train stations in the Northern, Southern, Western and Eastern Sectors.

The first sector we will see is the domain of the Evil Scientists.

EASTERN SECTOR: THE SCIENCE LABS

FIRST LEVEL

Robot Project— This experiment is contained in a bunker above ground. Ever since the scientists got satellite t.v., they've been watching hours and hours of bad science-fiction movies and getting ideas for new types of robots.

This test chamber is currently being used to further studies in robotics. Now the viewscreen between this room and Room Thirteen has been replaced by a wide-screen television. The technicians working on the Robot Project keep up morale by endlessly watching old sci-fi movies. This is the most vulnerable laboratory, but it does make a good showcase for visiting Overlords, and occasionally the scientists produce a robotic monstrosity that actually works.



World Surveillance Project— This location is also known as Room Thirteen. The television screen on this side of the wall is used to monitor incoming data from the satellite dish. The screen can be divided into thousands of smaller view screens.

SECOND LEVEL

Cryogenic Suspension Tanks— The scientists at Bison's Labs have perfected a means of preserving living humans by freezing them at subzero temperatures. Since Bison is always paranoid about security, he has frozen hundreds of warriors and ninja from throughout the world and stored them in this room. He also has a few dozen spare scientists, just in case he really needs to kill everyone and start over.

Train Station— The Ultratrains stop here.

THIRD LEVEL

Lobotomatic Psychic Perfection Experiment— This lab produced the single working model of the Mind Cannon, which is now stationed in the Golden Statue. Now the technicians struggle to find better ways to harness psychic mind control rays to procure enlightenment. Two technicians work in this lab. Bob and Sarah Hoffenstadter work day and night in search of their elusive goal. Test subjects are sometimes brought down here for experimentation.

FOURTH LEVEL

Submarine Launching Bay— Submarines are launched from this sealable launching bay. Now that the final touches have been finished, shipments come and go freely. A crane and freight elevator can lower crates down a long shaft that adjoins a tunnel under the waters of the Gulf of Thailand. The Warehouse Warriors can drive their forklifts to the base of the elevator and drive away with precious cargo. The submarines could also act as an excellent emergency escape route for Bison should anything ever go seriously wrong.

The Hyperintelligent Mutant Squid— This is perhaps the most frightening application of the Mind Cannon technology to date. Bison's scientists have taken a giant squid from the ocean, accelerated its thought processes and turned it into a psychopathic killing machine. The squid has become a mascot for many of the researchers, and he occasionally patrols the waters around the island. Despite his violent nature and cryptic demeanor, the scientists are quite fond of him.

Occasionally, the Giant Squid patrols the waters with the frogmen. The frogmen all wear special red wetsuits, which allow the squid to distinguish them as objects that should not be eaten.

The squid has 10 arms and can attack up to five different targets at once.

SIXTH LEVEL

Submarines— There are three submarines under Shadoloo. Two are used for shipments; the third is a mini-sub reserved for Bison's use only.

CENTRAL CORRIDOR

This high security area houses three of the most critical rooms in the building and a rose garden.

Elite Security

To defend high security areas, these highly efficient guards will fight with manic efficiency. Elite Security is the equivalent of Jonin Ninja. You can find their statistics in Appendix Two of the **Street Fighter** rulebook.

Name: GIANT SQUID

Style: NONE

Boss: M. BISON

Strength ●●●●●●● **Charisma** ●○○○○
Dexterity ●●●○○ **Manipulation** ●○○○○
Stamina ●●●●●●● **Appearance** ●○○○○

Perception	●●●○○	Honor	0
Intelligence	●○○○○	Glory	0
Wits	●●○○○	Rank	0

Other Traits

Weapons:	Speed	Damage	Move
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Day	Chi (0-10)	Willpower (0-10)
Monday	1	9
Tuesday	2	9
Wednesday	9	4
Thursday	9	4
Friday	4	4
Saturday	4	4
Sunday	4	4

Health

Manuevers and Powers

	Speed	Damage	Move
Punch: Jab*	5	11	4
Strong*	3	13	4
Fierce*	2	15	3
Kick: Short	-	-	-
Forward	-	-	-
Roundhouse	-	-	-
Grab*	3	12	1
Block	-	-	-
Movement	6	0	7

***NOTE:** THE GIANT SQUID CAN REACH UP TO 2 HEXES AWAY.

SCIENCE

Science is a new Knowledge Ability available to any character.

What is Science? Is it a beacon of light to lead men to a brighter tomorrow or an engine of destruction that ruthlessly grinds humanity into mindless slaves? To many Street Fighters, Science is an esoteric subject that must take a back seat to more important things... like learning to throw punches.

However, some Street Fighters and their Allies may draw on this skill, whether they intend to stop a mysterious plague or figure out the best way to stop a giant robot.

- —Novice: "Don't worry, it probably won't blow up... I think."
- —Intermediate: "Those skates would work much

- Competent: "Those skates would work much better with some small chemical rockets."
- Practiced: "Men were not meant to perform this stunt, of course."

...—Practiced: "Men were not meant to perform such horrible experiments... except for me, of course."

.... —Expert: "Of course this plane can fly backwards! Give me a few hours..."

..... —Master: "Quickly, my giant robot! Crush them! Crush them all!"

FIRST AND SECOND FLOORS

Secret Space Program—Bison is currently waiting to conquer outer space as well. The Hypertronic Space Shuttle waits at the ready. It also provides one of the many escape routes Bison has. Current plans for the exploration of space include launching satellites with Mind Cannons, developing zero-g maneuvers for Ler Drit and getting ready for colonization on the Dark Side of the Moon.

The SpaceLab is located inside the central corridor in a building that hangs on the western wall under the swimming pool.

World Planning Council— This is the star chamber! Here the Overlords of Shadooloo report to Bison on their progress, allowing Bison to coordinate his global criminal empire. Personal viewscreens are also set aside for the Overlords of bases throughout the world, and Bison, Vega and Sagat also telecommute from time to time. A giant world globe can rotate 360 degrees to show geographical information, and pop-up computers can access data for these masterminds of crime. Of course, should anyone fail in their appointed missions, retribution can be swift. A hole will open in the floor, and the unfortunate traitor will be dropped into a massive pool of water where the giant squid can be fed.

THIRD AND FOURTH FLOORS

Vega's Rose Garden—Originally, this room was reserved by Vega to use for a rose garden...until something went horribly, horribly wrong. Scientists had to use the room to install the nuclear reactor that powers the base and the Mind Cannon. Radioactivity leaking from the reactor mutated Vega's roses into botanical monstrosities. The most notable of these is a singing rose bush over fifty feet across. This mutant rose is an abomination to Vega, and yet another reason why he petulantly refuses to visit the Mriگانا.

Radioactive Rose

This is a new strain of mutant plant. It can constrict up to three people with curling tendrils and also has the ability to emit a bizarre singing noise. Mutant roses vary in diameter from five to fifty feet and have two levels of Health for every five feet of diameter.

Attributes: Strength 3, Dexterity 1, Stamina 4, Charisma 1, Manipulation 1, Appearance 1, Perception 1, Intelligence 1, Wits 1

Abilities: Survival 1

Chi: 5, Willpower: 1, Health: 15

Maneuvers: Grab (Speed 1, Damage 6, Move 1), Block (Speed 5, no Damage, no Move)

Special Maneuvers: Brain Mulch— a mutant rose can do damage by vibrating its petals to a pitch that shreds human flesh. Each turn of singing requires one point of Chi. Anyone within hearing range who fails a Willpower roll to resist will take three dice of damage.

Nuclear Power Generator— The base's main source of power is here. The Nuclear Power Generator is yet another revolutionary advancement discovered by the scientific minds that serve Shadoloo. If the heroes have the Science or Computer Ability, they could shut down Shadoloo's main source of power (forcing them to switch to back-up generators and shut down non-vital systems). Of course, botching a roll would start a meltdown. It is doubtful that the meltdown would progress very far (the base has scientists and technicians to handle this sort of thing); however, it would make for an excellent distraction.

THE NORTHERN WING— PERSONNEL

For many of the denizens of Miganhai, this area makes their lives a little easier and a little nicer... so that they can go out and make other people's lives much worse.

FIRST FLOOR

Dining Hall and Indoctrination Center— A path leading down from the Beehive Huts (listed above) passes through a rollaway door to a massive dining hall. This multipurpose room can feed hundreds of guests at its glorious cafeteria, hold formal meetings for visiting Street Fighters, brainwash everyone inside with subliminal messages, or seal up instantly and asphyxiate everyone in the room with exotic poison gases. Utilitarian, yet stylish.

Train Station— The Ultratrains stop here.

SECOND FLOOR

Barracks— The entire second floor of this wing is dedicated to housing guards, technicians and scientists who staff the Undercity. The barracks are spartan but complete.

THIRD FLOOR

Data Storage— This is one of the most sedate and sane rooms in the fortress. Row upon row of file cabinets, microfiche machines and computer hard drives rest under layers of dust and cobwebs. Three ancient librarians tend to their duties and stir the dust around.

Appearances are deceiving. This room has some of the most valuable stuff on the island: information on the activities of Shadoloo throughout the world. If a group of characters found just one file of vital information, they would have enough leads for a year of adventuring.

FOURTH FLOOR

Radioactive Nightclub— Everyone needs a little recreation, but Bison doesn't want his employees to have too much. The nuclear reactor that powers the base is right next to the island's nightclub. This way, none of the visitors to the nightclub stay past their allotted curfew. Radiation scanners and a med-station are located nearby. The club is lit by tiny glowsticks, and snacks are always cooking at the buffet (of course, no cooking devices are needed).

SOUTH WING— FORCES OF SHADOLOO

There is fierce rivalry between the four sections of the North Wing. Each year, the greatest students of Bison, Sagat, Vega and Balrog meet in the Grand Dojo. These four styles have the honor of maintaining a training camp in the bowels of Miganhai.

Train Station— The Ultratrains stop here. Directly behind the train station is the Grand Dojo. It should be noted that the track of the Ultratrains occasionally climbs and dips like a roller coaster, allowing it to access each sector on more than one level.

GRAND DOJO

This room is shaped like a large hexagon. Visitors to the dojo check in at the front desk along one wall. Footgear must be removed, and each visitor must don a colored robe. Followers of the same style wear robes of the same color.

One blank wall contains the entrance. Four of the six walls have murals depicting the styles of the four main Bosses. The sixth wall is opposite the entrance and has a painting of the giant "skull-and-wings" insignia of Shadoloo.

WESTERN WING— THE CRIMELABS

We shall not tarry long as we contemplate the depths of perverse genius used to postulate the crimes of Shadoloo. This nexus of twisted planning creates criminal masterpieces that rival the brain's capacity to recover from shock.

FIRST FLOOR

Sales Offices— An international computer network tracks global shipments of illegal goods. Here an industrious spy could gather valuable financial and shipping information about nearly any of Shadoloo's thousands of subordinate groups. Finding useful information requires a successful Perception + Computer roll. The number of successes needed depends on the type of information the characters hope to uncover.

SECOND FLOOR

Chemical Laboratory— In the world of the Street Fighters, many drugs come from the laboratories of evil scientists. In Miganhai, master chemists invent new drugs, as well as addictive foods, beverages, television shows and chemically treated clothing. The most sinister plan is a top-selling card game coated with addictive chemicals. All chemists wear white uniforms and lab coats, and security guards patrol the corridors between work carrels.

THIRD FLOOR

Packaging Plant— Here various illegal and stolen goods are packed and prepared for shipping. They are then transported to the warehouse.

FOURTH FLOOR

Slaves— The slaves are caged here like animals and regularly drugged.

FIFTH FLOOR—SPYLAIRS

Many operatives of Shadoloo eagerly await the day when they will visit this section of Mriganka.

Luxurious Suites for Master Spies and Criminals—Bison uses many spies, and the Overlords of the World often visit, arriving by jet or helicopter. When not being briefed, brainwashed or brought to the Central Council, they relax down here (or on the Seventh Level). Most are wise enough not to visit Bison's Casino, though.

Average Luxury Rooms—Accommodations for ten to twelve agents are here. The average room has a feather bed, a television with a VCR and video library, a nightstand and a washroom. Fine paintings hang on the walls, a dining table is provided for gourmet meals and a stereo system is equipped with the agent's personal music package. Personal computers wait expectantly in the corner of each room; each one has a screen saver showing a flickering image of the world in flames.

Gadget Acquisition Room—The scientists make deliveries to this room on a regular basis. In fact, many evil agents in Southeast Asia obtain their "toys" here. (For some ideas for secret agent gadgets, see Chapter Eight of the *Street Fighter* rulebook.)

Briefing Room—This is a soundproof room with a simple meeting table and a small holographic projector.

Spy Bar—Agents who tire of the privacy of their own room gather at this exotic bar. The club's manager, Mara, changes the theme of the bar to suit each group of agents arriving. The bar is twelve feet long, and there are six tables for drinking, gambling, scheming and romance.

SIXTH FLOOR

Prison and Torture Laboratories—Enemies of Bison are kept down here. The average cell has enough room for pacing restlessly, and the level of luxury can be adjusted to the whims of the Spymaster.

SEVENTH FLOOR

Warehouse—Black Market Goods are stored here. Forklifts carry crates to the underground chamber. This warehouse is connected by a long underground tunnel to the larger warehouse under the volcano on the mainland. A second tunnel leads to a freight storage area where shipments from the submarine are kept. The Warehouse Warriors race the forklifts down narrow corridors when shipments arrive.

"I was lost, utterly and totally lost, reeling from the visions of evil I had seen. I knew my mantra had to be working... why else did the thugs ignore me? My timing as I stalked through the corridors was perfect."

"Yet in the dark recesses of my brain, I felt a compulsion to travel deeper, to witness the darkest secrets of Mriganka. Within moments, I found myself standing before a metal door. It, too, was conveniently locked."

"My vision blurred. Where was I going? Could my reserves of will sustain me? What were the sinister figures that mechanically moved towards me?"

"Robotic men stalked metal corridors. I had found the depths of the Undercity, and still I fought on."

—The Puglist

THE DEPTHS

Far below the Undercity, the highest security areas can be found. No one knows the layout of these areas except Bison himself. The following locations are rumored to exist in the Depths of Mriganka.

Elite robot guards patrol the corridors, and security cameras are everywhere.

Special Maneuvers: ElectroBolt—This arc of electricity can reach up to five hexes. It uses up one point of the robot's Chi (electrical reserve power).

1. BISON'S CHAMBERS

What do you think Bison has in his bedroom? There's a personal film projector, pictures of his greatest triumphs, a training mat, a giant waterbed, black walls, black carpet, black lights and a secret escape panel. Add whatever you want—after all, you get to decide what Bison really wants on the island.

2. BISON'S VR KINGDOM

Bison has his own personal virtual reality room capable of projecting holographic images of nearly anything or anyone. When having zillions of dollars and covert control of the world isn't enough, he pushes the limits of his megalomania in here.

3. THE "FLIGHT DECK"

This is a long tunnel with padding on the floor and walls. Bison is trying to integrate new techniques with his Psycho Crusher, and he's trying to build the duration of his flight.

4. MASTER SECURITY

The dedicated, hardworking, brainwashed staff here can see through any of the video cameras around the island. With the airlock, thick steel walls, self-contained power supplies, independent life support and automatic defense systems, it's doubtful that anyone would get down here.

The staff has eight dice in their Perception + Security Dice Pools; their chance of seeing any particular intrusion, and the difficulty of the roll, depends on the nature of the activity. Cameras are hidden throughout the island.

5. THE BURIED METEORITE

The lowest level of the fortress is behind a massive door at the end of the "Flight Deck". Steel walls glow from the malevolent energies of an alien meteor. Bison comes down here to meditate. Within moments, he can restore his Chi to 10 by basking in the meteorite's glow.

It is recommended that the characters never be allowed to see the meteor, or even know of its existence. The meteor is one of Bison's closely guarded secrets. Aka Zahn is the only person to have ever seen the meteor (and not die afterwards). The true meaning behind the meteor will be explored in future supplements.

"The corridor no doubt reached far under the waters of the Gulf of Thailand. I could barely stand as springs and cogs lay scattered about me."

"Then the floor opened. Trap door."

"I fell down a massive slide into a huge metal chamber. In the center of the room, a giant stone, no doubt of alien origin, pulsed with dark energies."



Chapter 5:

SHADLOO ADVENTURES

The setting and characters you have seen up to this point can help establish the foundation for any game of **Street Fighter**. The next step is forming stories and chronicles for your player's adventures. Once this is done, the menace of Shadooloo will come alive in your game.

This chapter ties together all the characters and plots already presented and gives you some ideas on how to build chronicles and stories that involve adventures against Shadooloo. Each set of adventure ideas is grouped by a general concept for a chronicle. For example, "Interpol Agents" gives you several story ideas for a chronicle in which the players' characters are agents employed by Interpol.

As the Storyteller, you can take any or all of the story ideas presented and expand them before you run your next adventure. Feel free to weave in other villains and characters into the story ideas below.

INTERPOL AGENTS

In this chronicle, the characters are all agents working for Interpol, the international police organization that is trying to stop Shadooloo. Whether the characters are full-time agents or part-time freelancers, they will be sent on various Shadooloo-busting missions all over the world. Chun Li is an example of a World Warrior who works with Interpol.

The standard set-up for this type of chronicle usually involves Interpol financing the characters' team in return for favors. Such favors can include requiring the team to travel to tournaments in places where Shadooloo activity is suspected and carrying out mission while they are there.

Unlike espionage agencies (see below), Interpol has to follow international laws. It must operate in an "above-the-board" position. In other words, the characters' hands may be tied by red tape and bureaucratic backlog. The characters may capture Shadooloo ninja only to see them walk free as Mriganka demands their extradition... and gets it. The team must sometimes defer to the whims of politics.

Atmosphere: An Interpol chronicle can take some hints from mystery novels or gangster movies, such as *The Untouchables*. Film noir movies also work well, as do private eye flicks like *Maltese Falcon*. Modern police dramas can provide atmo-

sphere, such as *The French Connection* or the book *Day of the Jackal*. For action flicks, Jackie Chan's *Police Story* movies are excellent.

Traits: Characters may be required to have at least one dot in Investigation to work for Interpol—they don't just hire anyone off the street.

Characters will often a number of points on the Backing Background, depending on how closely they work with Interpol; if they are only part-time, they may only be allowed one dot. Characters can also draw upon other Backgrounds: Allies (national police organizations in various countries), Contacts (the necessary pool of informants) and a Manager (a hands-on superior who arranges their cases for them). Some characters may get Fame to represent that they have solved a lot of cases or brought a lot of criminals to justice, making them heroes in the eyes of the press.

STORY IDEAS

• **The Mystery on the Train:** Shadooloo is somehow smuggling contraband items throughout Europe, and all leads point to one possible connection: the TransEuropean Coach, a luxury train that stops in almost every country in Europe. The characters must become passengers on the train—complete with false identities—and figure out how the smugglers work. This story provides numerous chances for intrigue and detective work, as well as false leads, including rogue criminals who use the train for crimes ranging from blackmailing rich patrons on board to petty thievery. The characters must sort through the various crimes to get to the core of Shadooloo. But watch out—Shadooloo has been alerted to the presence of Interpol agents on board and has put assassins on the train to hunt for them. A hunter can be disguised as anyone from a ticket-taker to a kitchen cook. All this occurs as the train barrels along over the rails of Europe. The characters must discover where Shadooloo hides the smuggled goods and who on board works for Shadooloo.

• **Deadly Summit:** A very important International political summit has been convened. Many powerful and influential figures will take part in determining human rights issues. This represents a great danger to Mriganka, a country with a long list of human rights violations. Will the politicians impose economic sanctions against Mriganka? Shadooloo, of course, will try to stop the conference and, barring that, will probably try to have

some of the politicians who stand against them killed. The characters' mission is to prevent this.

The team must patrol the heavily guarded summit grounds, a mansion in France. However, people from all over the world are constantly coming and going, making the job of keeping Shadoloo out a lot harder. The characters may be looking for assassins with sniper rifles, but the true danger is even harder to uncover: one of Bison's Theons of the Order of Heavenly Unity is here in disguise. Instead of killing the opposition, he will try to control their minds, discouraging them from taking actions against Mriganka. He does have bodyguards, however, to protect him from Street Fighters...

The Storyteller could mix this plot with "Tourist Trap", the story given in this book. If so, it is vital for the characters to rescue Barrachi during the adventure so that he can attend this conference. Without him, Shadoloo may continue to go unpunished.

SPIES LIKE US

This chronicle has the player characters working for an espionage organization, usually one run by a particular nation, such as Cammy's British Special Agency, or perhaps one organized by the United Nations if the characters are multinational. In the grand tradition of James Bond stories, they will be involved in spy activities throughout the world. They may even be provided with useful gadgets on each mission to help them out of sticky situations.

Spy teams operate with a lot of freedom but are still bound by a rather rigid hierarchy. They will have powerful superiors who expect them to follow orders, although how a set of orders is carried out is usually up to the characters' discretion. However, their activities will often be considered illegal, regardless of their benefit for their country. The team will often

risk international incidents in the course of their missions. If they are caught and discovered, their country will claim no knowledge of them and will refuse to help them out. This is the drawback to working in the espionage field—sometimes you're so secret that no one wants to claim that you work for them.

Atmosphere: Obviously, inspiration for a spy chronicle can come from the James Bond films. However, Kung Fu films like *Enter the Dragon* also fit into the **Street Fighter** world very well.

Traits: Spies must usually have the following Abilities to carry out their missions: Streetwise, Subterfuge, Security and Investigation. They must also be able to defend themselves, but most Street Fighters are more than capable of this.

Spy characters will also have the Backing Background to represent their patron agency. Characters may also have other Backgrounds: Allies (reinforcements from your agency or allied agencies), Contacts (the necessary pool of spies and informants), Manager (a hands-on superior who arranges their missions for them), Resources (a personal expense account) and Staff (agency support teams). Spy characters will almost never have Fame; if they do, then their ties to the agency will be highly secret, to the degree where the Backgrounds listed above may be restricted to no more than two or three points to represent the fact that the agency tries to keep its interactions with famous agents as subtle as possible.

STORY IDEAS

• **Secret Base:** The team is sent to find out if rumors of a secret Shadoloo base in the Amazon are true. After slogging through miles of jungle, they eventually discover the base. Hidden in the ruins of an ancient city, Shadoloo operatives train for a variety of crimes. Normally, the team could sneak away



and return later with reinforcements, but they realize that the madman who runs the base has a nuclear missile—he's preparing to destroy his old enemies in Washington, D.C. They've got to stop him now. If the characters encounter setbacks, they may even get some last-minute aid from Blanka, who doesn't like the idea of rockets firing off from his jungle.

ROGUE FIGHTERS

The standard group of characters often falls into this category. In this type of chronicle, the team works only for themselves, either to become rich and famous or to pursue other goals, such as vengeance. They may hire themselves out freelance to other organizations, such as Interpol, but for the most part, they are lone knights in the world of Street Fighter.

This has the advantage of granting a great deal of freedom, but all the drawbacks of not having a powerful group to back you up and get you out of jail. Taking on Shadoloo alone is a tough proposition. Whole governments have failed at this task—how can one lone team succeed? In the world of **Street Fighter**, however, luck and grit can get you far, so maybe a ragtag bunch of brawlers really can take down Bison's empire when more lawful efforts have failed.

Atmosphere: The goals of the characters should help determine the direction of this type of chronicle and will, in turn, help the Storyteller find a good atmosphere or mood. If the chronicle pits the team against everybody else (the police, society, Shadoloo), then perhaps westerns would be a good source. Inspiration can come from a variety of outlaw movies, such as *The Wild Bunch*, *The Magnificent Seven*, and *Young Guns*. *The Seven Samurai* is a classic Japanese samurai movie that provides a very good source for mood and theme, and any number of Kung Fu movies concern the clash of a group of characters against a more powerful organization (such as *Super Ninjas*). Of course, there is also the Western-meets-Kung-Fu-Film, *Big Trouble in Little China*.

Traits: Obviously, rogue fighters have to be able to fight and fight well. Characters in these chronicles will probably put most of their experience into Techniques and Powers.

Characters can have just about any Background except for Backing.

STORY IDEAS

- **Freelance Saviors:** A small village in Mexico (or some other country) is being harassed by Shadoloo. The townspeople beg the characters to help them defend their village against the Shadoloo thugs. The pay is poor, but the rewards in honor are high. This is, of course, the basic plot of many Westerns. The characters are the guys with white hats who ride in to town to clean up the corruption in a Main Street brawl at high noon.

- **Team Vengeance:** A sensei of one of the characters is killed, and the student must avenge the death of his master by tracking down the Shadoloo fighters who did it. If the rest of the team will go along with him, they must fight their way through many thugs to finally get to the men at the top, those responsible for the murder.

- **Bases Loaded:** One of the characters has a relative with a partial interest in a minor league baseball team. The owner suspects that the other business interest, the company that recently purchased a majority interest in the club, is crooked. The relative asks the characters to go undercover and check things out, either as players themselves (the relative can get them a spot on the team) or as management for the team. The characters have to pretend to be baseball players to infiltrate



the travelling baseball team. In actuality, a front company for Shadoloo has taken over the club and has paid off, blackmailed or intimidated some of the team's key players to throw certain games so that Shadoloo can make money betting against the team. Can the players uncover the plot? If they do, they'll be up against a team of athletes who aren't afraid to use their bats to silence the characters.

SHADOLOO DUPES

A sneaky kind of chronicle is one where the characters—unknown to them—are really unwitting dupes for Shadoloo. Perhaps the espionage agency or crime league they work for is really under the control of Shadoloo and the characters are but puppets on Bison's strings.

This is an obnoxious but fun chronicle to run, as the Storyteller sees how many game sessions it takes for the players to get the clues and finally realize what has been going on. It can make for high drama and action when they realize who their masters really are and decide to knock a few heads.

Atmosphere: Since this is a tricky chronicle, the Storyteller would set up a fake atmosphere first while hinting at something deeper. Films like *The Manchurian Candidate* can provide a suspenseful look at a world turned topsy-turvy, one where the people you're working for aren't what you thought they were. Also, the 1960s British TV series *The Prisoner* and the comic book *The Watchmen* (DC comics) can give the Storyteller inspiration.

Traits: The Traits recommended depend on the "fake" chronicle the Storyteller is running. The characters should probably have some rank in the Manager Background to represent a superior that guides them, a superior who is actually working for Shadoloo.

STORY IDEAS

• **Bucking the Brass:** There's a war going on between a rogue Mafia family and a syndicate controlled by Shadoloo. Over a series of stories, the team's superior consistently sends the characters into action against the rogue Mafia family, but he ignores any leads the characters find of criminal activity conducted by the rival Shadoloo-controlled syndicate. The characters are used more and more to persecute the Mafia family, while the syndicate is allowed to wage open warfare on the Mafia.

At some point, the characters might uncover some evidence that links their superior to Shadoloo. Do they catch him talking to someone they recognize as a Shadoloo agent? Do they intercept incriminating mail sent to their superior? Whatever the characters find should only be a clue, not definite evidence.

The characters may decide to buck the brass and refuse to follow orders until they get to the bottom of the corruption. But what if the clue was false? What if the characters are fired? Maybe Shadoloo is behind it all and wants the characters to get angry so they can fire them, keeping them farther away from the truth. The characters may wind up working as outcasts to clean up the mess in order to prove what is really happening to their parent organization.

INSURGENTS

The characters are trying to infiltrate Shadoloo, but it isn't easy. They've got to pretend to be crooks and do a convincing job of it (or at least have their Backer help them in this). How do you infiltrate a den of criminals without becoming one yourself?





This type of chronicle could cost characters a lot of honor unless they are successful in their goal. They also risk their secret being discovered by Bison's psychic abilities or a Theon's strange mental powers.

Another risk is that if the characters are convincing enough, other Street Fighters will be gunning for them, thinking they are true criminals. Also, anyone M. Bison has angered—such as T. Hawk—will be willing to take it out on any of his minions, including the player character “crooks”.

Atmosphere: Many World War II movies where Allied forces have to disguise themselves as Nazis can provide good ideas, such as *Where Eagles Dare* or *The Dirty Dozen*.

Traits: The Streetwise Ability may be needed to make the first contact or infiltrate the lowest levels of Shadoloo; it can also help a character better understand the criminal mind. Good fighting skills will be required to advance up the hierarchy—Bison wants good Street Fighters on his side.

If the team has an anti-Shadoloo Backer (such as Interpol), they may not be able to contact them for a while. It is too risky to be discovered as agents against Shadoloo.

Story Ideas

• **The True Test of Evil:** The characters, after successfully infiltrating Shadoloo as thugs, come under the notice of a Shadoloo Overlord. They are awarded some power and minions to do whatever they want, but they must be careful: It's obvious that the Overlord is testing them and waiting to see just how evil they can get. If they fail the test (if they save innocents or fail to kill their “enemies”), the Overlord may turn on them.

ADVENTURES IN MRIGANKA

• **It Must Be Love:** The daughter of a wealthy businessman has been inducted to the Order of Heavenly Unity. The local Theon has had her transferred to Mriganka itself. The heroes are hired to save her. Even if they can get to her, they'll have one additional problem—she doesn't want to go back!

• **World Warrior Tournament:** A World Warrior has accepted a challenge to face Sagat at the Mriganka stage arena. The World Warrior is allowed to bring three promising fighters along as seconds. The heroes must keep an eye out for Ninja Assassins, Evil Scientists with sinister gadgets and other hazards that Bison may use to try to alter the outcome of the fight. They may even be selected to fight a Shadoloo Street Fighter in an undercard match before the big bout.

• **Seeds of Destruction:** Shadoloo evil scientists are planting mutant roses in Holland in an effort to force their way into controlling the country's wealthy floral industry. Holland's government will pay handsomely if the characters can destroy the rose garden that supplied the seeds, thereby cutting off the supply. Can the characters infiltrate Mriganka and destroy the mutant rose bush that spawns the seeds?

• **Reverse Impersonation:** This is a good solo adventure for one player's character—Shadoloo had an agent undergo plastic surgery to impersonate the character and defame him. Can the character find the impersonator in order to clear his name? If the character can capture the impersonator, Interpol or some other agency will step in and give the character a proposition. The Shadoloo agent was just on his way back to Mriganka to report back to his masters. Could the character go in place of the agent, effectively impersonating the impersonator? What does the agency want the character to accomplish in Mriganka, and how will the character escape once he gets there?



TOURIST TRAP

INTRODUCTION

"Tourist Trap" is a story intended for beginning or slightly experienced Street Fighter characters. The antagonists in the story are Vega and his Spanish ninja, agents of Shadoloo. The plot of the story assumes that the characters will have some need to risk their lives to stop Shadoloo. This might come from their personal or team goals. Revenge against M. Bison, missions for Interpol and previous encounters with Vega's assassins are a few possible examples. If the characters are not interested in fighting Shadoloo, then the Storyteller must devise other reasons for the characters to get from scene to scene. Some possible suggestions are given in the story.

If your troupe's players are using World Warriors as characters, you'll have to drastically increase the level of opposition offered in the adventure. Prepare for World Warrior characters by going through the adventure and increasing both the number of opponents the characters will have to face and the statistics for the characters' opponents.

PLOT OUTLINE

Scene One: The team is in Barcelona for a Street Fighter tournament. Before the fight can begin, however, they witness Spanish ninja kidnapping a famous political reform figure named Barrachi. Unable to prevent the actual capture, the team is left with no clues, and the tournament is cancelled. However, a local man approaches the team and tells them that another tournament has been set up that night. They are invited...

Scene Two: The team arrives at the address they were given and finds a bit of a surprise—it's Vega's arena. The tournament is actually a set-up: the Spanish Ninja believe the team could be a danger to their plans for the kidnapped politician, and they want to eliminate the team. A dirty fight ensues. If they win, the team finds clues leading to a northern village where the ninja are hiding. If they lose, they are taken to the village to provide a training exercise for the ninja...

Scene Three: The team arrives in the sleepy hamlet and finds nothing amiss. While wandering about looking for further leads, the team is attacked by ninja. It is revealed that the village citizens are training to be assassins for Shadoloo under the tutelage of Vega. The characters will probably be captured.

If they were captured in Scene Two, the results are still the same.

Scene Four: Vega has plans for the team; they are to provide a training exercise for his young ninja. The team is set free to flee through the woods while the ninja track them and try to kill them. However, they must first get past Diablo, the Mutant Bull of Mriganka. Meanwhile, Barrachi, the kidnapped politician, is to be taken by plane to Mriganka.

Scene Five: The resolution of this story is very freeform: can the team save Barrachi? If they don't, he'll wind up in Mriganka and the characters will have failed. The characters may be forced to go to Mriganka to rescue him.

ATMOSPHERE

This story tries to capture the feel and mood of a down-and-dirty espionage action flick, not unlike the James Bond movies. It's got assassins, a secret training camp and a master villain. It also takes some cues from such manhunt stories as "The Most Dangerous Game".

SCENE ONE: BARCELONA!

The team arrives in Barcelona for a tournament. It's a rather low-ranking affair. No one here is terribly famous, but it is, nonetheless, a chance to rise in Renown and an excuse to visit a beautiful Spanish city. If the team has a manager, he (or she) has already handled the logistics for them, taking care of everything from getting them signed up for the tournament to finding a cheap hotel for them to stay in. Otherwise, one or more of the characters will have to handle these arrangements.

The main language spoken here is Catalan, along with Spanish and English. Barcelona hosted the 1992 Olympics and still bears



the marks of an international tourist city. This makes it easier on the team, since finding English speakers is not hard, and many signs have English translations in parentheses. Of course, if one of the characters speaks Spanish or Catalan, it will be much easier for all the characters to get around. (Just fake some Spanish accents when the locals are talking to the characters.)

The tournament is to take place in a bullfight arena at about 11:00 p.m. on a Tuesday night. No bullfights are scheduled. It appears that the tournament coordinator, who usually manages matadors (bullfighters) is also a fan of street fighting and has put this event together to show some fights to his friends.

It is rumored that a famous political figure from the U.N., Antonio Barrachi, will be here to witness the fight (quietly, of course, so the media doesn't show up). Characters who get one or more successes on an Intelligence + Investigation roll will know that Barrachi is leading a political crusade against Mriganka and is trying to put M. Bison's country under economic sanctions until they allow human rights inspectors to view the country.

On Friday night, the team arrives at the Plaça de Toros Monumental, the bullfighting arena. Other Street Fighters are already there performing their warm-up exercises. Characters may try to impress their opponents by practicing some of their Powers here.

Spectators are beginning to show up, and the seats surrounding the arena are getting crowded. As the tournament is beginning to start, there is a commotion in the crowd. In the seats surrounding the arena, a fight is apparently taking place. Before anyone below can react, two Spanish ninjas grab someone from the crowd and run off with him into the halls under the arena, moving quickly toward the locker rooms. Characters who make successful Perception + Alertness rolls will recognize the kidnapped man as Antonio Barrachi. Even if they don't recognize him, people in the crowd will begin yelling and talking, and the team can overhear Barrachi's name mentioned.

The team will probably try to take off after the ninjas (if they're heroes, that is). Other Street Fighters here for the fight—perhaps even old rivals of the characters—will also run after the abductors, trying to muscle the player characters out of the way. They want the glory of rescuing Barrachi for themselves. How do the players react to this? They might try starting a fight with their obnoxious rivals. If so, the ninjas get clean away. Otherwise, the team can see a ninja disappearing out a side door down the hall.

When they get to the door, the characters will hear an engine gunning and the tires peeling on the asphalt outside. As they get outside, the team sees a van driving away, which soon disappears into the crowded streets. The van has no license plate.

If the characters try to steal a nearby car and begin a chase, they will be delayed by hot-wiring the vehicle, and even then, the streets are hopelessly crowded with traffic. The van is gone.

Having Barrachi disappear with his abductors is an important element of the story, so don't allow the characters a chance to get more than brief glimpses of the kidnappers during the whole chase, and don't give them a chance to save Barrachi... not yet.

As they return to the arena, the team will find that the tournament has been cancelled. The coordinator is already talking to the police. The team's manager recommends that the team should leave quickly; he doesn't want them to be caught in a long round of police questioning. He says that he'll handle it and meet them back at the hotel.

AN INVITATION TO A FIGHT

On the way back to the hotel, the characters are approached by a small Spanish man. He is very well-dressed and appears somewhat wealthy, but he nonetheless has the demeanor of a card shark or used car salesman. He introduces himself as Miguel.

He speaks to them in a heavily accented voice: "I recognize you, gentlemen. Are you not Street Fighters? Yes, I was at the arena, and I am sorely disappointed that there is to be no fight. But I know of another tournament in town, one taking place this very night. Are you interested? It would be a shame for you to have come all this way for nothing!"

If the team is interested, or even if they hem and haw, he will say: "Please, if you accept, come here tonight at 3:00." He hands one of the characters a card and leaves. Printed on the card are the following directions: "El Toreador Restaurante—Live Entertainment! Passatge de la Banca, off the Rambla de Santa Monica, near the Museu de Cera."

The team's manager, who shows up at the hotel later, will of course say that they should check out the fight. He's worried that their visit to Spain would be a waste of time otherwise.

SCENE TWO: VEGA'S ARENA

WALK ON THE WILD SIDE

The characters must walk through the Las Ramblas promenade to get to the address given to them. This is the seedy part of Barcelona, filled with grimy bars and unsavory merchant stalls. It is already late by the time they can get here, and the nightlife is in full swing. As the team walks through, characters may hear snatches of conversation around them, and perceptive ears will hear criminal transactions going on, from drug deals to weapon purchases (only small pistols are available here).

The characters will be propositioned a couple of times. People will ask them if they want to buy watches or beer or rather unsavory things best left to the Storyteller's imagination. A girl will give one of the characters (preferably a rich-looking one) a rose and smile as she leaves. If the character accepts it and carries it, he will be considered a "mark" by the girl's fellow pickpockets.

PICKPOCKET

As the team wades through the crowds, the character with the rose will be accosted by a pickpocket. However, he may not realize it until it is too late, for this criminal is very good at what he does. He has to be— it's how he survives on the streets. The Storyteller should make a resisted roll using five dice (the pickpocket's Dice Pool) while the character rolls Perception + Streetwise. This represents the pickpocket bumping into him and trying to get away with something valuable.

If the pickpocket succeeds, he gets away with a wallet, a watch or some other valuable item belonging to the character, who won't notice its loss until he tries to use the item. If the player matches or gets more successes than the pickpocket's roll, he realizes that he is being filched and can stop the crook. The fellow will immediately run, however, trying to escape into the crowd. If he is chased, the Storyteller can call for another resisted roll using six dice for the thief; characters roll their Dexterity + Athletics. If the characters succeed, they can catch him; otherwise, he escapes. The thief has nothing to do with rest of the story—he is merely a diversion.

EL TOREADOR RESTAURANTE

As the characters near their destination, they see the Museu de Cera and the Expomuseu, two wax museums (both closed at this hour). Down the block from them is the address the team is trying to find.

The El Toreador Restaurante is an underground restaurant. One set of stairs leads down to an open door. However, there are two brawny-looking toughs standing outside the door obviously working as bouncers. If the characters present the card they were given, the men will grunt and let them pass. Otherwise, the men will shove them when they try to pass, saying something in Catalan. If the characters say something in English or Spanish, one of the men will reply, "No enter. Invitation?" This is the cue for the characters to show the card if they haven't already.

One of the characters may get into a fight if she doesn't like being shoved. The men are only trying to keep unwanted visitors from entering, but will gladly beat the pulp out of anyone who resists too hard. However, these guys aren't Street Fighters, so any fights with them probably won't last long. Use the "Gangster" Traits given in Appendix Two of the **Street Fighter** rulebook.

Once in the restaurant, the characters will not be bothered; everyone assumes that if you're inside, you've got an invite. As the characters look around them, they may recognize the place, either from pictures or stories they've heard. Tables with raucous customers circle a square, open floor, allowing the diners to see the floor. This is no dance floor, for chainlink fencing blocks the tables from the open area. Perceptive characters may recognize long-dried blood stains on the stone floor. Each character should get a Perception + Arena roll; even one success will allow a character to realize that she is standing in the arena of Vega's stage.

FIGHT!

The characters are watched from the moment they come in. Miguel, the man who gave the team their invitation, is in a far corner, obscured by darkness and smoke. Unknown to the characters, he watches the team and gestures to a waiter, who nods and approaches the characters. "This way, sirs," the waiter says, gesturing to an empty table looking out on the arena. Before the team can ask any questions, he disappears, but Miguel comes up to the table.

"Ah, you have come! *Bueno, bueno*. I am glad you are here, for no one else has shown. The other fighters have perhaps been detained by the police at the Plaça, yes? But you are here now, so the customers will not be disappointed.

"Oh, do not worry. I will pay well, much more than the tournament you came for. I have a challenge for you, a very good fighter. She is very dangerous. I will bring her out, and you can decide. If you choose not to fight, well then, we will not necessarily think you cowards. We Spanish are magnanimous to our guests." Before they can ask anymore questions, Miguel slips away to the darkened corners of the room.

The Storyteller should come up with a reasonable amount of money for Miguel to offer the characters, one that would be desirable to the team—a low amount if they are poor or a high amount if they are rich.

After Miguel slips away, music immediately starts, a loud trumpeting fanfare. Lights click on, bathing the open arena, and the patrons begin to hush. A portion of the stone wall at the far end of the arena slides open and a woman slowly steps from the shadows. She is dressed much like a bullfighter *malador*, with a short, black jacket and tight black pants, and she has a red cape thrown about her shoulders. She is incredibly beautiful, and an "aaah" is heard from the patrons as they are captivated by her looks.

She steps to the center of the ring and speaks in Spanish. She will then repeat herself in English. "Who will step forward? Who will test his skill against Dulcinea?"

If the characters don't get the clue that she is waiting for one of them, Miguel will suddenly appear at their table, saying, "Well? Who is bold enough among you?"

When one of the characters stands up and walks towards the arena, the crowd will rise up and cheer, applauding her bravery. A waiter will ask the character her name and then announce it loudly to the crowd, who will begin to cheer the name aloud.

Basically, Dulcinea is here to fight any challenger one-on-one. Tonight, she will challenge the characters. As long as she defeats her opponents, she will keep challenging the characters one after another until one of them begins to beat her. Then she'll call in the cavalry.

Six Spanish ninja are hidden throughout the crowd (you may want to adjust the number of ninja based on the number of characters in the troupe). They will attack the characters left at the table on Dulcinea's cue. If Dulcinea is about to lose her fight, she will give the signal to the ninja, who will attack the other members of the characters' team (the characters who are still sitting at the table watching their comrade fight Dulcinea). Dulcinea will then attempt to finish off her opponent, but if she should lose, then two more ninja will open the gate and come into the ring after the character who beat her.

Dulcinea, Miguel and the ninja all work for Vega and are intent on capturing the characters for questioning. Vega, who was behind the kidnapping of Barrachi, does not want any Street Fighters to get in the way. Since the characters were among those who responded to the kidnapping by chasing Miguel's ninja, the team was lured into a trap. Even if they didn't chase the kidnappers, Vega will believe they are dangerous to his plans, basing his conclusion on their reputations (okay, so he's overestimating the characters, but better safe than sorry). The whole evening is a set-up, and their goal is the team's capture.

The patrons of the restaurant are not part of Vega's organization, but they all know better than to get in the management's way. When the ninja attack, they will try to sit very still and wait for the fight to be over. They will then go back to their merrymaking as if nothing happened. If a patron is drawn into a fight, he or she will instead try to run away. The team has no allies in this place.

If the Team Wins...

If the characters win the battle by knocking out all the ninja, Dulcinea will flee through the stone door (unless she is also unconscious). The door opens by a concealed latch hidden in the stone. It will take three successes on a roll of Intelligence + Security to figure out how to open the door, but by that time, she will have escaped down the tight corridor and out the back alley. If the characters can find a way to give chase, she will still expertly lose herself in the revelling street crowd—this is her element.

As the characters defeat the last ninja, Miguel can be seen fleeing through the kitchen door and from there to the streets. However, he cannot slip into the crowd as easily as Dulcinea, so the characters may catch him. If they give chase, they need to roll their Perception + Alertness rolls resisted by Miguel's Dexterity + Streetwise (5 dice); the one with the most successes wins. If Miguel wins, he gets away.

If the characters interrogate Miguel, Dulcinea or one of the ninja, they must make an appropriate Interrogation or Intimidation roll (Storyteller decides the type of roll based on the situation). Any of the villains can tell the characters that Barrachi is being held in a village to the north called Santa Toro. That is all they know, however. Additionally, Miguel has an odd

Name: DULCINEA		Style: SPANISH NINJITSU		Boss: VEGA	
Strength ●●●●○	Charisma ●●●●○	Perception ●●●●○	Honor 3		
Dexterity ●●●●○	Manipulation ●●●●○	Intelligence ●●●●○	Glory 5		
Stamina ●●●●○	Appearance ●●●●○	Wits ●●●●○	Rank 4		

Other Traits	
ALERTNESS ●●●●○	STREETWISE ●●●●○
ARENA ●●●●○	STYLE LORE ●●●●○
BLIND FIGHTING ●●●●○	SUBTERFUGE ●●●●○
INSIGHT ●●●●○	ALLIES (NINTAS) ●●●●○
INTIMIDATION ●●●●○	CONTACTS (SHADOLO) ●●●●○
STEALTH ●●●●○	MANAGER (VEGA) ●●●●○

Weapons:	Speed	Damage	Move
RAPIER, JAB	7	6	6
RAPIER, STRONG	6	7	6
RAPIER, FIERCE	5	8	9

Chi	Willpower
●●●●○●●●○ □□□□□□□□	●●●●○●●●○ □□□□□□□□

Health	
●●●●○●●●○ □□□□□□□□	●●●●○●●●○ □□□□□□□□

Maneuvers and Powers			
	Speed	Damage	Move
Punch: Jab	7	4	5
Strong	5	6	5
Fierce	4	8	4
Kick: Short	6	7	5
Forward	5	9	4
Roundhouse	3	11	4
Grab	5	4	1
Block	9	(v2 SOAK)	0
Movement	8	0	8
FORWARD SLIDE KICK	5	9	5
BACKROLL THROW	9	8	1
BACK FLIP	8	0	7
WALL SPRING	7	0	6/7
TUMBLING ATTACK	9	7	5
COMBOS: JAB TO SLIDE KICK			
SHORT KICK TO TUMBLING ATTACK			

business card in his wallet for a toy store in Santa Toro, which might tip the characters off.

It is advised that the characters not involve the police in this fight, since for all they know, Vega might have paid the police off. The team's Manager, if necessary (and if he's there), will try to lead the characters out of the restaurant before the police can be involved. He reminds them that if they are questioned by the police, they lose precious hours trying to save Barrachi.

The Storyteller will have to handle such questions on her own. If the characters do want to involve the police, they are taken and held for questioning over the next 12 hours (Barrachi will be in Mriganka by then; see below). They are then released and told to go home. If the characters ask the police what they're doing to help Barrachi, the police will tell them that it's a police matter and that all information will be released at the proper time. (*Gracias, buenos noches and adios.*) They haven't been paid off by Vega—they're simply buried under bureaucracy.

Of course, if the characters have a Backer, such as Interpol or an espionage agency, then they can get help from them.

IF THE TEAM LOSES...

If the characters are defeated and successfully captured, they will be bound and gagged and taken to the training camp. Go to Scene Four.

HONOR AND GLORY AWARDS

Be sure to give out Honor and Glory awards or penalties based on how the characters do, especially in the arena with Dulcinea. Refer to the rulebook for guidelines. Also, characters who get too rough interrogating prisoners should lose one or two points of Honor.

DULCINEA

Dulcinea is one of Vega's prize pupils, a ninja and bullfighter *par excellence*. Raised in poverty in the province of Andalusia, Dulcinea wanted nothing more than to make up for her impoverished youth with vast amounts of wealth and power. She left home at fifteen and has not seen her family since. She harpors a great hate and embarrassment for her parents because of their poverty.

Vega found her plying a trade as a petty thief on the streets of Barcelona. Impressed with her attitude (and her looks), he took her in and began training her in Spanish Ninjitsu. She soon became his favorite student, and he entrusts her with many important duties (such as the one tonight: bashing Street Fighters).

Should she lose tonight, Vega will be ashamed of her, but he will eventually forgive her losing. However, because the characters caused her to suffer shame in Vega's eyes, she will never forgive them; they will have a life-long enemy.

Playing Dulcinea: You love to perform. Kept out of the bullfighting arenas by chauvanistic male promoters, you thrill audiences by fighting human opponents. You fight with a flair of acrobatics and showmanship, taunting your opponents while you fight.

Appearance: When fighting, Dulcinea wears a black outfit that's a cross between a *matador's* uniform and tight-fitting dance leotards. She sometimes carries an epee with her and wears a short red cape. She has raven black hair and a dark complexion.



THE VILLAGE SECRET

This sleepy little hamlet is actually Vega's assassin training farm. All the villagers get paid well by Vega to make the place appear to be an unfriendly and boring village forgotten by time. Some of the villagers are even beginning ninja working on their disguise skills to see how well they can appear to be "normal".

Vega himself is here, but he keeps a hands-off policy as much as possible, letting his minions handle the character's team. However, if the team manages to beat his men, he will step in and take them down himself.

Antonio Barrachi is indeed being held here in a small house near the bull pastures. He is to be transported to Mriganka tomorrow. If the team does not succeed in rescuing him here, they will have to travel to Mriganka to get him.

- **The Shops:** The village stores seem quaint and touristy, but they all hide the same secret: they are all centers of ninja training. The pastry chef is a master poisoner who teaches pupils how to expertly hide poisons in various meals. The toymaker devises traps for the ninja and teaches others how to make them. The clothier teaches the ninja how to hide secret weapons or documents within the seams of clothing. However, it would take several successes on a Perception + Investigation roll to find clues of these activities while searching through the shops.

- **Pasture #1:** This is the main bull pasture, where many fine specimens graze in contentment.

- **Pasture #2:** This smaller pasture is used by the ninja for training. Ornerly bulls are placed here, and the ninja must run through the pasture, avoiding them. Advanced training re-

quires the ninja to kill them. When the characters are in town, there is no training going on; it is just a pasture with mean bulls.

- **Pasture #3:** Diablo's Pen. This is the pasture reserved for Diablo, the Mutant Bull from Mriganka. See Scene Four below.

JOURNEY TO THE VILLAGE

The route to the village where Barrachi is supposedly being held begins on a main thoroughfare, but eventually leads to small back roads, winding through pine forests near the mountains. The journey takes about forty-five minutes. The village, Santa Toro, is hidden at the foot of the Monserrat mountains, and judging from the conditions of the roads, it does not get many visitors. Most of the tourists come instead to the Monserrat Monastery, which is not too far away.

The team needs a car to get here (a cab would be quite expensive this far). How they get one is up to them. Rentals are relatively inexpensive; a Manager should have whatever skills are necessary to finagle one if the team is low on bucks.

The characters will be able to get to the village before dawn if they leave the restaurant immediately: the fight and the drive take at least that long. Other character actions (getting a car, etc.) will add to this time.

The team can either drive into the village or park on the outskirts and go in on foot, depending on whether they want to sneak in or not. The information given below is broad enough so the Storyteller can run either option.

As soon as the characters enter the village, word will spread to Filipe D'Aragon, Vega's second-in-command. He will send

ninja (disguised as villagers) to watch the characters up close, trying to figure out what they want. If any ninja escaped from the arena in Scene Two, they would have fled here, and the village will be expecting the team.

In any case, a friendly villager will recommend to the characters that they visit the Bull's Chapel, a holy site erected in honor of the sacred bull that made the village famous. He will point the way down a wooded trail.

THE BULL'S CHAPEL

The path to the chapel is overgrown but clear enough to find. After a few bends through the woods, which block the village from view, the path finally leads to a small stone alcove. It is overgrown with ivy and hasn't been tended in a long while. Inside is a statue of a bull's head. A few votive candles lie scattered on the floor, covered by wind-blown dirt and pine needles. Altogether, the effect is that of an old neglected pagan temple.

When the characters approach the alcove, a group of ninja will suddenly attack.

The characters need three successes on a Perception + Alertness roll to notice the well-hidden ninja before they leap from the trees. Anyone who fails the roll will be at -3 Speed on the first combat turn. Use the Traits given in Scene Two for the Spanish ninja. There are ten ninja (or more if there are lots of characters—there should be twice as many ninja as characters). Use the hex map of the Bull's Alcove to run the combat.

The first thing the ninja do is drop a giant net over the team. The net has been camouflaged in the trees above and covers a circular area six hexes in diameter. They will drop the net so that it will capture as many characters as possible. In the first turn, characters can try to avoid the net. The net "acts" at Speed 5; anyone with a Speed higher than 5 can move out of its diameter before it falls. Anyone who can't move the required distance—or can't act in time—is caught.

Characters caught in the net will suffer a -3 penalty to Speed for all maneuvers until they can escape. In addition, Damage is -1 due to the constricting net, and Movement for all maneuvers cannot be more than 1.

Three successes on a Strength roll are required to break free (ripping the net around the character). Alternatively, the character can slowly move to the edge of the net and slip out.

The ninja are trying to subdue the characters, but if they fail, the Storyteller should feel free to bring in the big gun: Vega himself. If Vega shows up, he will shout at the team, demanding that they stop their useless struggle. Roll his Manipulation + Intimidation; the characters may resist this with a Willpower roll. Anyone who had fewer successes than Vega will stop dead in the middle of the fight, realizing who his opponent is and just how easy it would be for Vega to smear a beginning Street Fighter over the bark of the nearest tree. The ninja will all abort to Block maneuvers until Vega tells them otherwise. Any character who persists in fighting at this point will have to fight Vega—he doesn't have a lot of patience and wants to get these "spies" to the cottage quickly for interrogation.

If the team wisely stops struggling, they will be politely escorted to the cottage. Vega will even take off his mask during the short stroll, granting them a vision of his beauty.

If the team still fights on, have Vega enter the fray quickly and take out character after character. More ninja will arrive until the characters are overwhelmed by the odds.

SCENE FOUR: CAPTURE AND MANHUNT

If ninja subdued the characters at the restaurant in Scene Two, the characters will be expertly bound in ropes and transported by van to the village. They will be knocked uncon-



SPANISH NINJA TRAINING

Spanish ninja training requires a very odd regimen. The applicants for this style come from all corners of the globe to learn Vega's unique fighting art and join the ranks of Shadoloo. It is possible that the characters may witness some training exercises, either by sneaking around the pastures or by seeing them in action—face to face! Here are some examples of training exercises:

- **Bullfighting:** Each Spanish ninja must also train as a matador. The first stage is the regular training of a matador: learning how to dodge a bull and how to enrage it using a red cloak or other harassments. The next stage is hand-to-hand combat with the bull. The ninja must leap and dodge about the bull, punching and kicking it until it goes down. Crue! Yes, these are the men Shadoloo breeds. However, the bulls often get their revenge: many a ninja never makes it past this part of the training, as they are crushed underfoot or gored by the bull's horns.

- **Leaping:** Spanish ninja must learn how to jump, for they will be required to leap from trees, buildings or even helicopters during their careers as assassins. To train in this athletic skill, the ninja must climb tall pines and leap from tree to tree—if a ninja misses, she must fall correctly or have a fellow ninja scrape her off the ground.

- **Weapons:** Spanish ninja also train in various weapons of death, from shunken to swords. Some, only a select few, are allowed to train in the deadly claw, Vega's favored weapon. While they are taught to fire guns during their exercises, Vega believes guns are inelegant tools used by the weak—a true assassin must kill without such clumsy methods.

- **Crafts:** The ninja learn many other useful techniques, from expert knot-tying and car repair (or disrepair) to making bombs. Since such endeavors usually require some expertise, the ninja usually specialize in one or two crafts. A team of ninja will thus have a wide range of skills.

scious with chloroform, just to be sure they don't try anything. When they awaken, they will be lying on a dirt floor in what appears to be an old barn. Daylight streams in through the cracks between the wall boards. As the characters awaken, they will be pulled to their feet and taken to the cottage.

If the characters were captured at the Bull's Chapel in Scene Three, they will be taken straight to Vega at the cottage (see Vega's Interrogation below).

VEGA'S INTERROGATION

The team is led into the small one-story cottage. However, the furniture inside is quite modern and expensive, with designer chairs and tables carefully placed about the living room. Tied to a chair in the corner is Antonio Barrachi. Vega watches both Barrachi and the characters expectantly, but when he sees no sign of recognition on Barrachi's face, he will be confused. He will ask Barrachi, "Do you know these fighters?"

Barrachi shakes his head. Vega will look angry and turn to the characters. "Who are you? Why did you try to save Barrachi? Who do you work for?"

In his paranoia, Vega will not believe them if they say they are doing it because it is the right thing to do. He believes they are members of some police or espionage force (maybe they are), and he will grill them to get any information proving so. He will slowly rake his sharp claw across their chests, trying to scare them into spilling their guts.

Make a resisted roll between Vega's Manipulation + Intimidation and the characters' Willpower. They need to beat Vega's successes or they will reveal something about themselves under his harsh questioning. If they work for Interpol or some other group, they may accidentally reveal this to him in some off-hand way, such as blinking at the wrong moment when he puts forth the question. Even if he doesn't get the answer he wants, he will believe them to be spies.

Also in the room, not saying anything, is a Spanish man in a wheelchair. This is Filipe d'Aragon (see the "Rebirth of Honor" Prelude in the **Street Fighter** rulebook). He is crippled; due to the mysterious power of Dim Mak kung fu, his legs are now useless. His days as an assassin are over, so he instead runs this training camp for Vega, whom Filipe secretly despises. He also despises the characters, for they are Street Fighters, and it was a Street Fighter who crippled him.

A villager comes into the room and says, "Beautiful Vega, we just received the call. The plane from Mriganka will be here in half an hour."

Vega will reach out for the man and toss him out of the room. "Fool! How dare you reveal such information before these spies!" He then laughs and grins evilly at the characters. "Well, well. Something must be done with you, and I have a perfect idea. You are fighters, yes? Well, then you can fight my men; they need practice. It is hard to find good targets, and assassination takes training. I will allow you to be killed by my men in return for your invading my camp so rudely."

THE BULLFIGHT

Vega tells the ninja to lead the team to the nearby bull pasture (#3 on the village map), which is surrounded by a wooden fence except on the side bordering the woods. He follows them out and commands the ninja to cut their bonds. When the characters are free, he says, "You will be given ten minutes to get as far away as you can, and then my men will come after you. Run, spies! Run!" He backs away, motioning them to run, but then says, "Oh, yes, I forgot. You must first get past my bull. The clock starts now."

The characters hear a snort from across the pasture and the sound of dirt being kicked up. Between them and the woods is the largest bull ever seen in anyone's nightmares staring at them and preparing to charge. This is no normal bull—it is Diablo, the Mutant Bull of Mriganka. A winged skull brand, the sign of Mriganka, can clearly be seen on its flanks. The bull charges.

Use the hex map of Diablo's pasture. The characters have to get past Diablo and into the woods (where the bull cannot follow them) and must evade or defeat the ninja who will begin chasing them. While the characters battle Diablo, Vega's ninja will position themselves around the fence to knock down any characters who try to jump or straddle the fence.

At the beginning of the bull's charge, Vega will say, "Here, perhaps this will help..." Then he will throw a red cape over one of the characters, blinding him for the first turn of combat. The ninja will laugh.

Diablo will charge at the character with the cape. This cape is either a bane or a boon to the characters, depending on how they use it. Diablo will never charge a character who is within two hexes of the fence. Instead, he will trot forward and gore the character with a swipe of his massive horns. Diablo has been harshly trained to never charge the fence. However, if a red cape were to be placed over Diablo's eyes, he would charge forward madly and not see the fence...

STUNTS

Fighting a maddened bull is not like a normal Street Fight. Characters may want to try out a lot of Stunts, such as jumping on Diablo's back and trying to steer him by the horns. Whenever a character tries a Stunt, the Storyteller should ask the player to describe the action. The Storyteller then gets to improvise by assigning a Speed, Damage and Movement modifier to the action. Then, at the appropriate Speed, the character can perform the action. An Attribute + Ability roll is often required to perform a Stunt. For example:

Maurice Jackson wants to leap onto Diablo's back as the bull charges by at another character. The Storyteller rules that since Maurice has the Jump Special Maneuver, Maurice would be able to try the jump. The Storyteller sets the Speed for the maneuver equal to Maurice's Speed on his Jump maneuver, and sets the Damage at zero and the Move at +1. Maurice must then pass a Dexterity + Athletics roll to successfully jump onto the fast moving bull.

Figuring out Stunt Maneuvers takes a little ingenuity and the boldness to make quick decisions. Never let an argument over rules or the details of a Stunt halt the action. As a Storyteller, you make the decisions and they should stick. Remember, however, that they also need to be fair.

Avoiding the ninja and returning to the village will take at least two successes from each character on a Dexterity + Stealth roll. The characters may end up taking out one team of ninja and then sprinting back to the village as the other ninja teams give pursuit.

DE PLANE! DE PLANE!

Can the characters get back to the village within half an hour to prevent "the plane" from taking Barrachi away? After the characters' battle with Diablo, Vega will have immediately returned to Barcelona, leaving the matter of Barrachi in D'Aragon's hands.

However, if Diablo is let loose by the characters' heroics, Vega will instead be busy catching the bull. Vega will direct his ninja in the attack, but will eventually jump in and take Diablo down himself (he can do it, too!). Vega will then drive back to Barcelona.

The village map shows where the landing pad is. The plane is a hoverjet using special technology designed by Bison's scientists. It will lower itself from the sky and land for five minutes. Two Shadoloo thugs will exit the plane and walk towards D'Aragon. Barrachi is bound and held by two ninja (all the other ninja are combing the woods for the team). The thugs will take Barrachi, board the plane, and then take off again, heading for the Gulf of Thailand and Mriganka, headquarters of Shadoloo.





BRIDGES

IF THE CHARACTERS RESCUE BARRACHI...

If the characters can fight their way back, they may be able to grab Barrachi and run. They will have to face the two thugs, the two ninja and D'Aragon. However, since D'Aragon is crippled, he will not join the battle. In fact, at the Storyteller's discretion, he may even try to secretly aid the Street Fighters, since the escape of Barrachi will anger Bison, who will take his anger out on Vega.

If the characters defeat the thugs, the plane will take off, even though Barrachi is not on board. The characters can escape by taking a car from the village (or their own car, if they have one); otherwise, they may have to fight the ninja in the woods. The ninja will not come near the main road, so once there, the team will be safe.

If all goes well, and the characters successfully rescue Barrachi and return to Barcelona, then the El Toreador restaurant will close down for a few weeks to avoid police pressure, but it will silently open again later after certain authorities have been blackmailed and bribed to do nothing. Also, Vega will be forced to quickly move his training camp to another location, at least for a while.

Each character will receive one point of Glory for the rescue and may get one additional point if he accepts various newspaper interviews about the heroic rescue mission. However, if the characters allow themselves to appear in headlines, Vega's wrath will know no bounds. He will hold an eternal grudge against the characters after they embarrassed him in his own country.

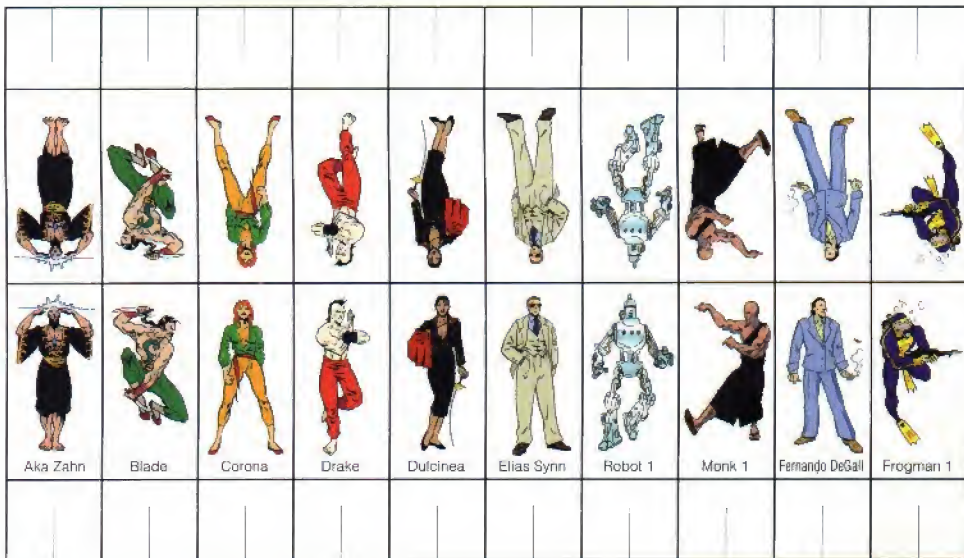
Barrachi will continue his campaign against Mriganka; whether he succeeds is up to the Storyteller and the outcome of future adventures.

IF THE CHARACTERS FAIL TO RESCUE BARRACHI...

If Barrachi is put on the plane, he will be taken to Mriganka, where he will face M. Bison. Bison will use his strange powers of mind control on Barrachi and then release him unharmed. However, Barrachi will begin to secretly serve M. Bison; his crusade against Mriganka will end.

Alternatively, the Storyteller may expand the adventure to have the characters intercept the hovercraft before it reaches Mriganka, or even take the adventure to Mriganka itself, as the characters invade Bison's headquarters to rescue Barrachi.

However the adventure concludes, remember to award the characters with experience points. See the rulebook for guidelines on how much experience to award the characters.



Aka Zahn

Blade

Corona

Drake

Dulcinea

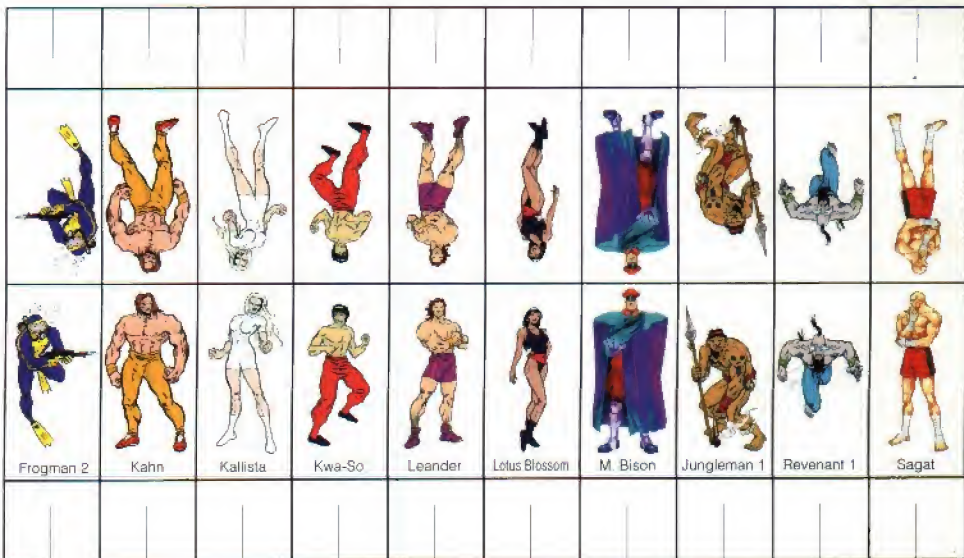
Elias Synn

Robot 1

Monk 1

Fernando DeGall

Frogman 1



Froeman 2

Kahn

Kallista

Kwa-So

Leander

Lotus Blossom

M. Bisor

Jungleman 1

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Sagat

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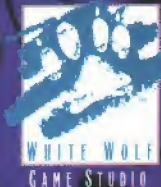
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